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SO REAL

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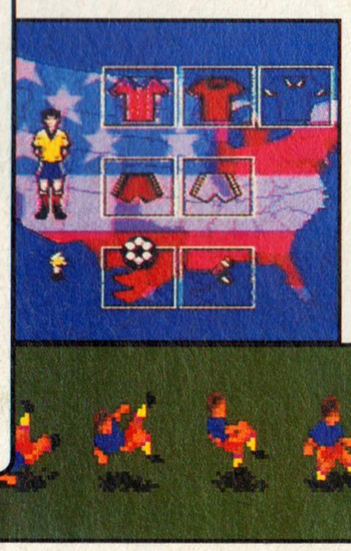

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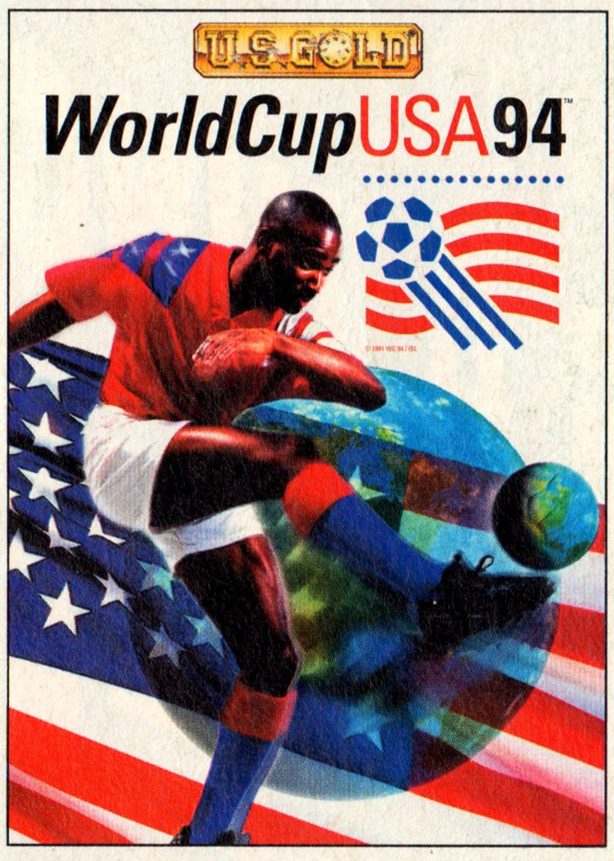

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DANGER

WELCOME TO...

...the world's greatest Nintendo magazine, the top-selling Nintendo mag in the UK and, if we say so ourselves, rather splendid NMS. There's lots to tell you this month, so make sure you read the mag carefully to pick up all the info. First up, NMS scoops the universe yet again to bring you a full News Special on Super Metroid - which could prove one of the greatest games of all time! Arguably more important than even this is the introduction of the brand-new NMS Star System, in which our greatest readers get the rewards they deserve! We reckon it's about time you got something extra from NMS, and you'll find all the details of this brand-new and completely superb idea on pages 8 and 9. (Gary Harrod came up with it, so whoever wins can thank him!) Right, moving on: there's a stack of soccer games coming out onto the Super NES over the next few months, and we've been blown away by the quality of some of them! Gone are the days when nobody couldn't find a decent footy game on your console - now we're spoilt for choice! In this issue you'll find Kick Off 3 Reviewed, together with a Preview of the absolutely fab-looking World Cup USA '94. If that's not enough, the excellent FIFA Soccer is on the way, and Sensible Soccer is already out on sale! Of the squillions of soccer games coming out, in my opinion this four are the best and it's going to be one hell of a job to split them! If you want my advice, start saving your pennies and read NMS very closely before deciding which soccer game to buy - but get any of the four I've already mentioned and you can't really go wrong! These are among the best games I've EVER played on Super NES - what a surprise World Cup was! - and I know you lot are in for a treat and a half. Right, soccer rant out of the way - ON WITH THE SHOW!

TIM BOONE

BABY METROID MARKED LIFE

NMS

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NINTENDO MAGAZINE SYSTEM is the copyright of EMAP Images. Any duplication, transmission or use of any of the text or pictures contained within these pages without prior permission of the publishers will result in legal action. All details correct at press time, and neither NMS nor EMAP Images will be held responsible for errors or omissions beyond our control. The views expressed by our readers are not necessarily the views of the editors of this magazine. You should have heard the view that Philip Redding "expressed" last Wednesday. Honestly, you'd get more sense out of a chimpanzee breaking wind...
COMPETITION RULES EMAP Images and Nintendo employees and their immediate family aren't allowed to enter any NMS competitions. The editor's decision is final and there will be no cash alternative to the prize on offer. Nope, whatever you've won you're stuck with, mate. What do you think this is? Bloody Catchphrase?

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HERE WE GO, HERE WE GO

NMS kicks off a soccer special this month with the long-awaited Review of Kick Off 3 and previews of World Cup USA '94, World Cup Striker and Empire Soccer. Want to know the best footy game to buy? You've come to the right place!

FREE! INCREDIBLE BATTLE BOOK AND KILLER COMBAT CARDS!

NMS goes into a fighting frenzy this month, with the roughest, toughest most completely brilliant fighting games book ever - and it's completely FREE! If you haven't read it yet, do so now or you deserve a smack in the maaf...

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SHIGERU MIYAMOTO - NINTERROGATED

He's the greatest games designer in the history of the world, and NMS Ninterrogates the man in the biggest Ninterview with Nintendo head games honcho Shigeru Miyamoto in,

PAGE 94

FREE! ININTERACTIVE ZELDA COMIC!

Zelda fans are in for a triple treat in this month's NMS! First up we've got the completely Official and rather flippin' good Zelda Interactive Comic - a collector's item if ever there was one! If that's not enough, we show you how to finish the quest on Game Boy in fine style. And if THAT'S not enough we're giving away a fabby Zelda prize courtesy of Nintendo again. Is this mag just the business or what!

BRAND NEW COMIC STRIP!

This month's mag sees the launch of our brand new comic strip - The Adventures Of NMS. Each and every month we'll dive into a different Nintendo game and give you a bit of a laugh in the process. If you can guess which game we're in this month, slap your answer on a postcard and send it in. We'll pick one winner and give them a free copy of the game!

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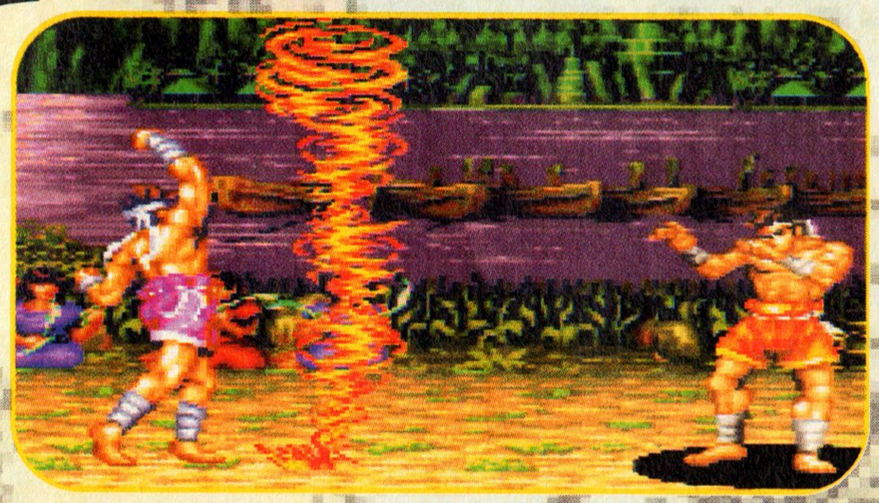

FATAL FURY SPECIAL

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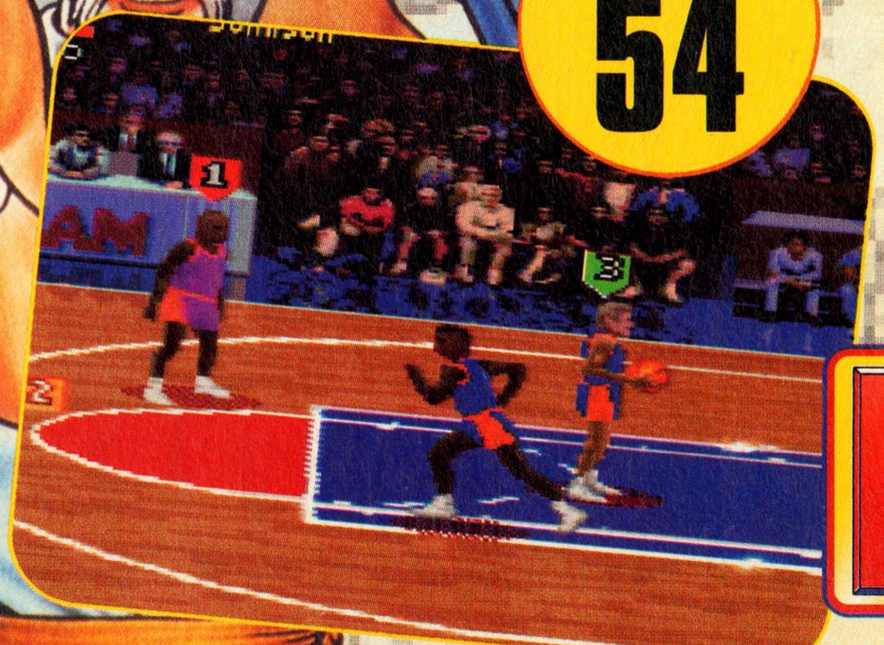

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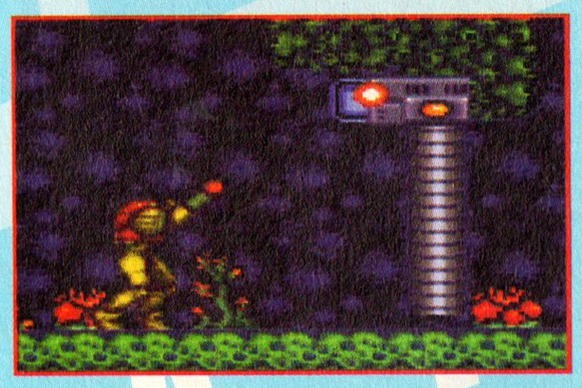
NBA JAM

NMS NINTENDO NEWS NETWORK

With so much attention focused on the new FX titles of late, Nintendo's most recently developed product for the Super NES - Super Metroid - is being somewhat overlooked. It is a situation made all the more unbelievable seeing as the game is the largest, most ambitious platform-adventure ever produced.



SUP

Next issue NMS provides a full in-depth feature on the game. Until then players might like to consider the possibilities of a platform game produced by Shigeru Miyamoto. From what we can tell so far he's had the enviable pleasure of overseeing one of the greatest 16 Bit games in existence!

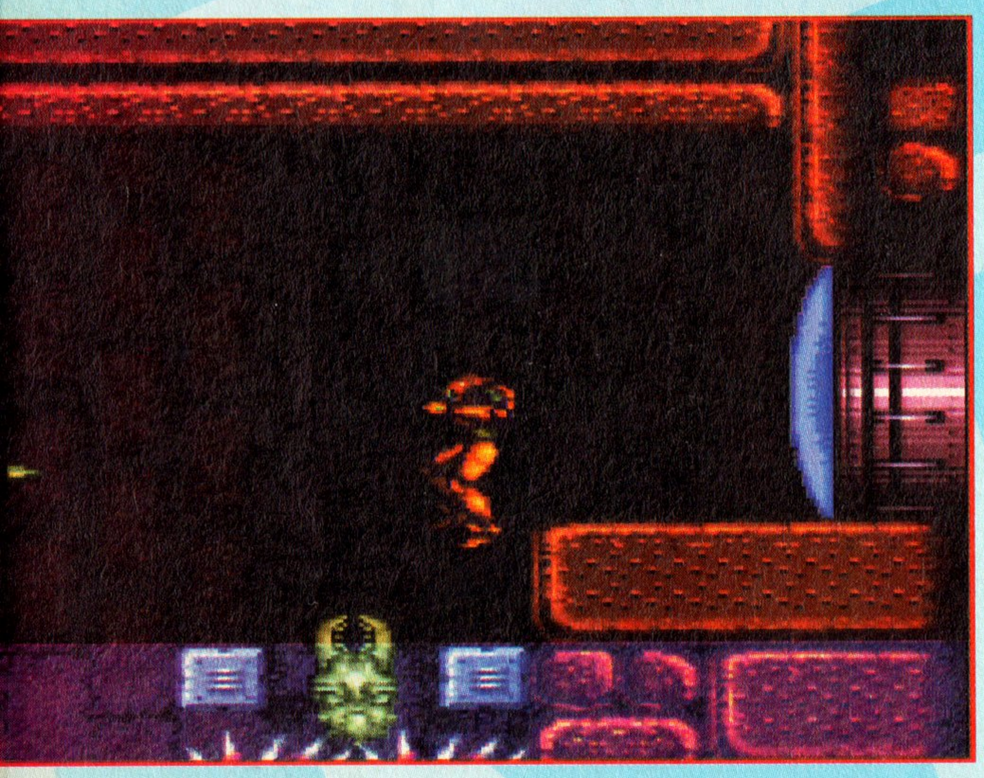
Bring a packed-lunch:
Players pondering the fantastic possibilities of a monster 24 Meg platform experience need speculate no longer because such a beast exists in the form of Super Metroid. In fact Samus' mission is so immense and intense that special rooms exist to save her current status.

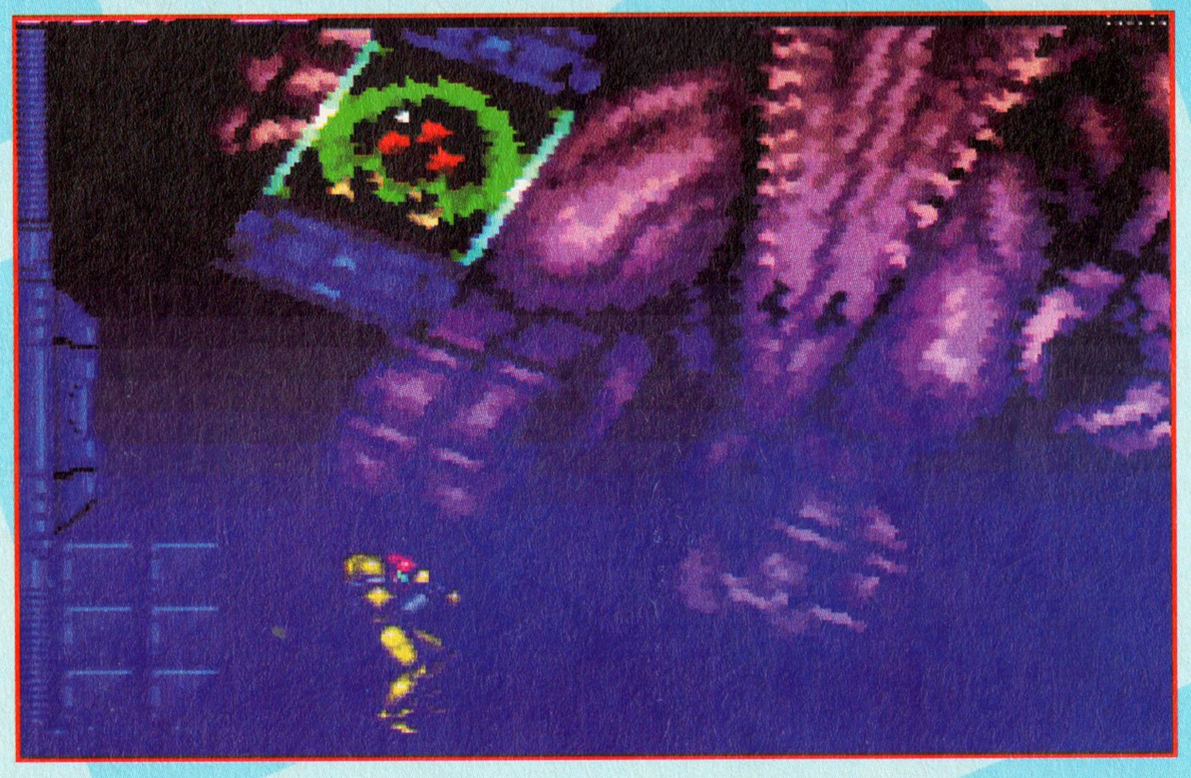
More extras than the new Action Man:
Samus is amazing! Though she begins her quest wearing a basic suit with just a basic plasma-gun for defence, it isn't long before she uncovers all manner of useful tools and accessories to significantly increase her power. Like all of Shigeru Miyamoto's creations, Samus is extremely versatile and responds wonderfully to precision control.

Mind your language:
Released in Japan on March 19th, Super Metroid offers Japanese players the choice of English or Japanese text. Chances of this novel feature finding its way into the British cart are remote to say the least. Still, you never know.

The one-and-only - truly original...:
Samus Aran is the spectacular heroine of Super Metroid. Since debuting in the late 1980's her talents and special abilities have been copied by many but improved by none. Samus' morphing-ball technique, for example, was heavily borrowed by Rainbow Arts' Turrican. It only goes to prove that there's simply no substitution for the real thing!

Look out for the complete Super Metroid lowdown in the next issue of NMS!





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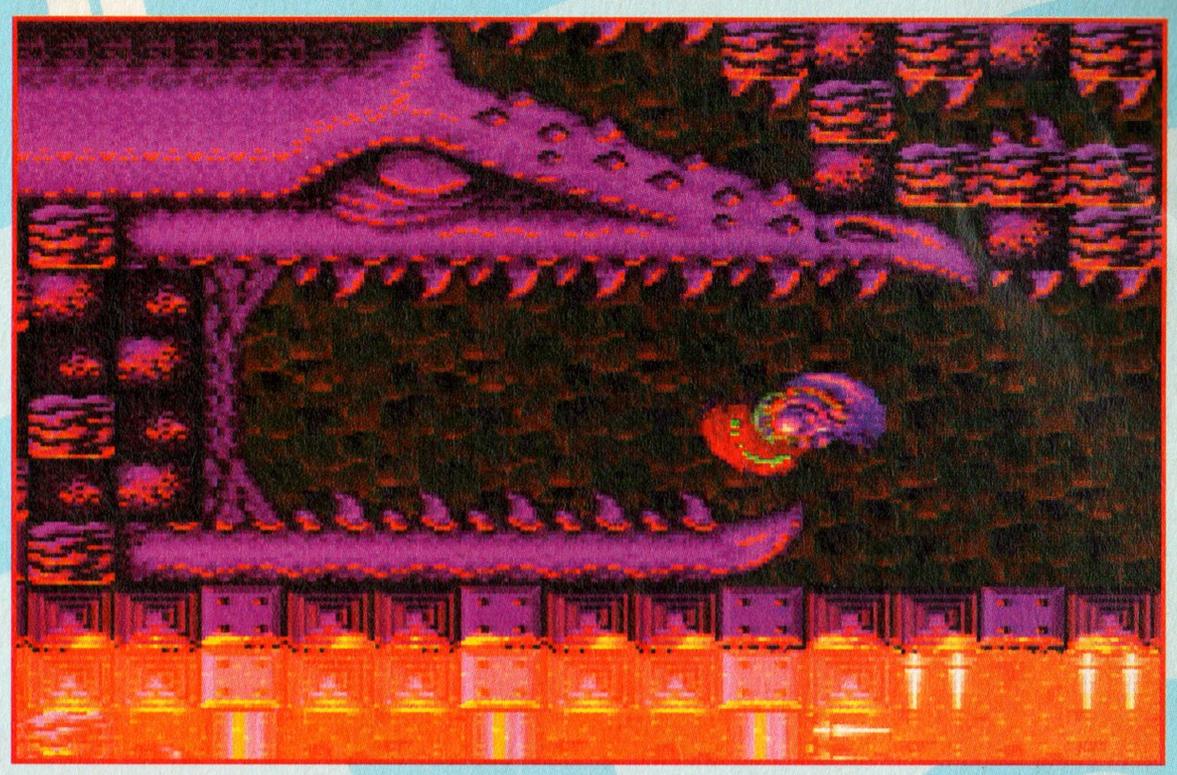
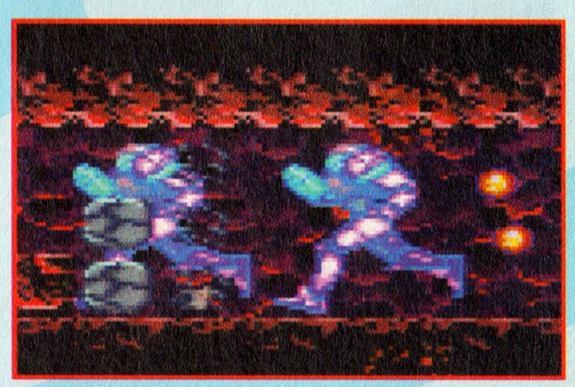
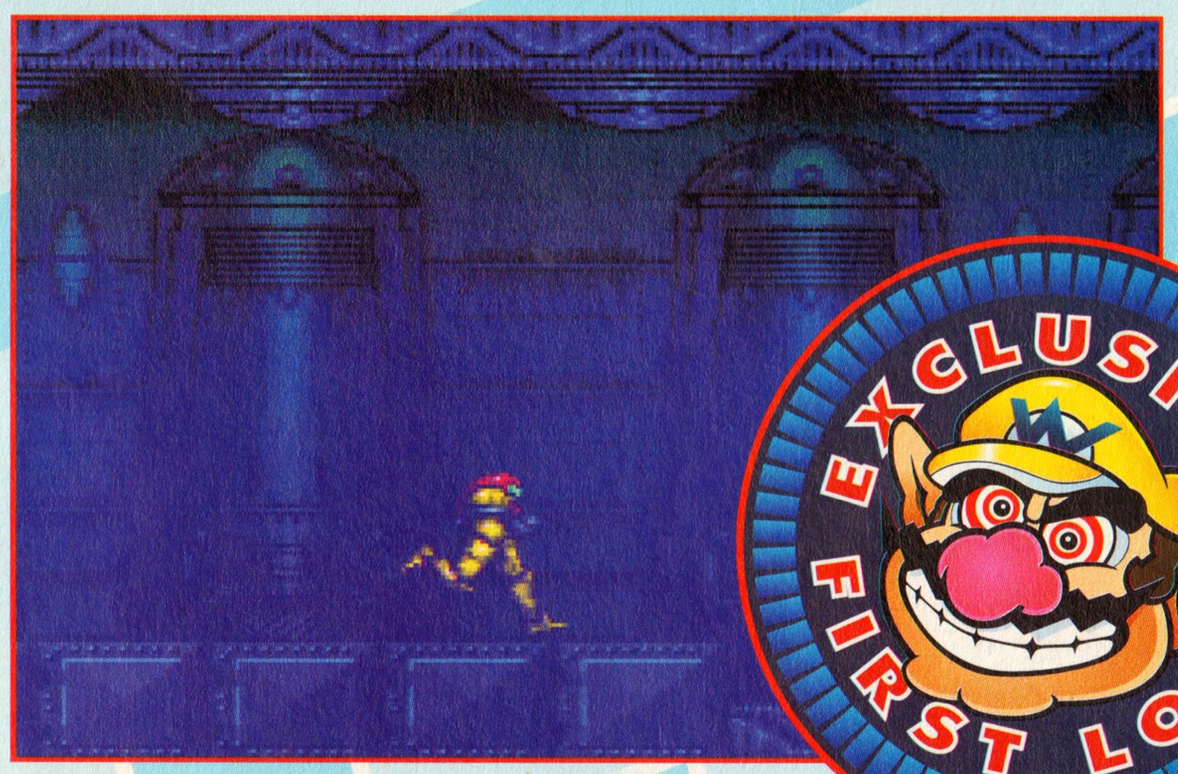


ER METROID

- **Nintendo's new massive 24 meg cart!**
- **Incredible atmospheric music and effects**
- **A vast terrain and terrifying aliens to discover**

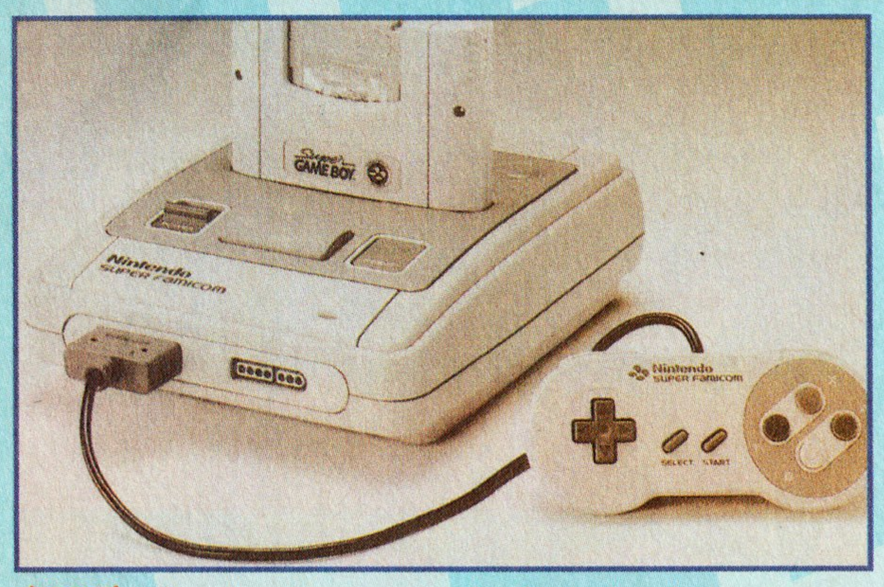




EXCLUSIVE FIRST LOOK

tform adventure ever!

NEWS



(ABOVE) Still not the colour Game Boy, but the next best thing.

NINTENDO REVEALS COLOUR GAME BOY ADAPTOR FOR SUPER NES!

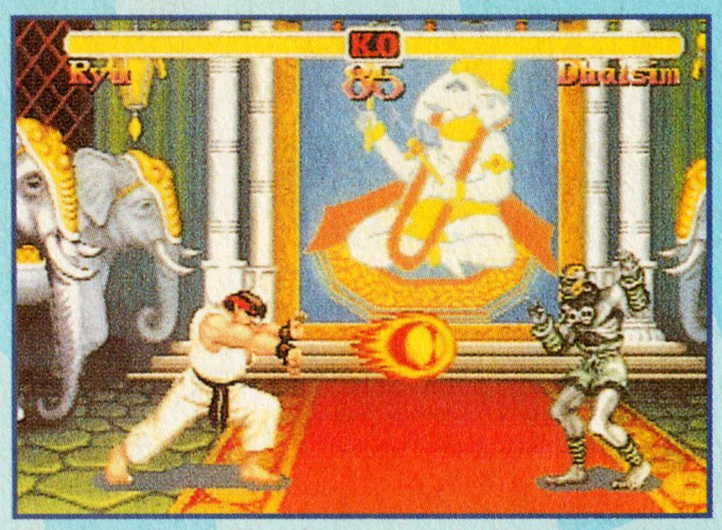
PLAY GAME BOY CLASSICS ON YOUR COLOUR TV!

Nintendo has just announced a spiffy new piece of kit which actually allows you to play Game Boy games in colour through the Super NES! Effectively this adds some 350 games to the number the 16-bit machine can support, and should give players a stack of new thrills. If you're a Super NES-only owner it means there will be more games to choose from, and if you own a Game Boy as well you can play them in colour at home! As you can see, the device looks extremely nifty and now we're just waiting to find out when this rather nifty add-on will be released in the UK. Nintendo's press release was quite short but packed full of info, so here it is in full:

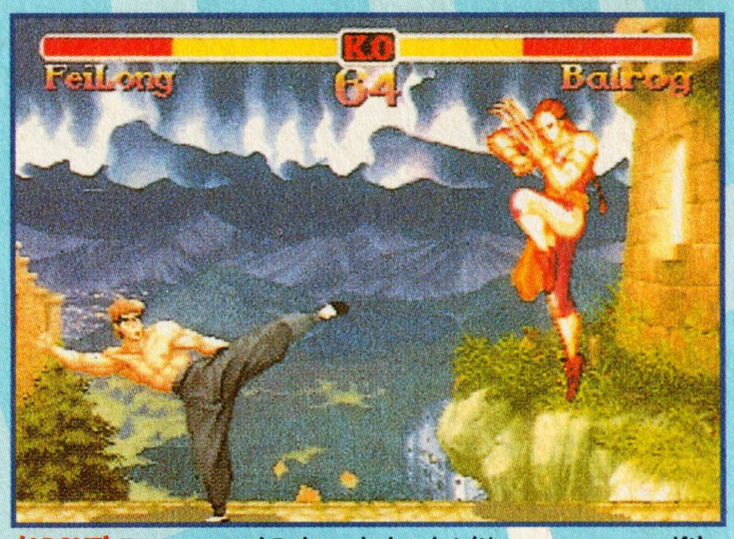
"Nintendo of America (has) unveiled a new technological advance that will allow millions of video game enthusiasts to play more than 350 Game Boy cartridges on the Super Nintendo Entertainment System (Super NES), displaying them in full colour on the television screen for the first time.

"This new product, called Super Game Boy, innovatively links the capabilities of a portable video game system with a home video game system. It is a Super NES cartridge that contains a Game Boy adaptor. When a Game Boy cartridge is inserted into the product, it is transformed from a 2-inch-by-2-inch, black and white game to a bright, multicolored image on a big television screen complete with stereophonic sound. This product also allows players to customize colors and designs."

Stay tuned to NMS for the full lowdown on UK launch date and of course the NMS bench test very soon!



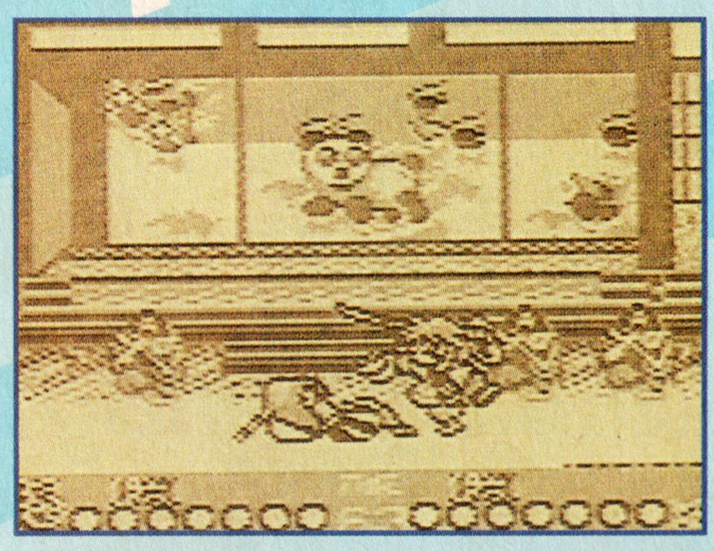
(ABOVE) Ryu and Dhalsim, with new Super SF colours!

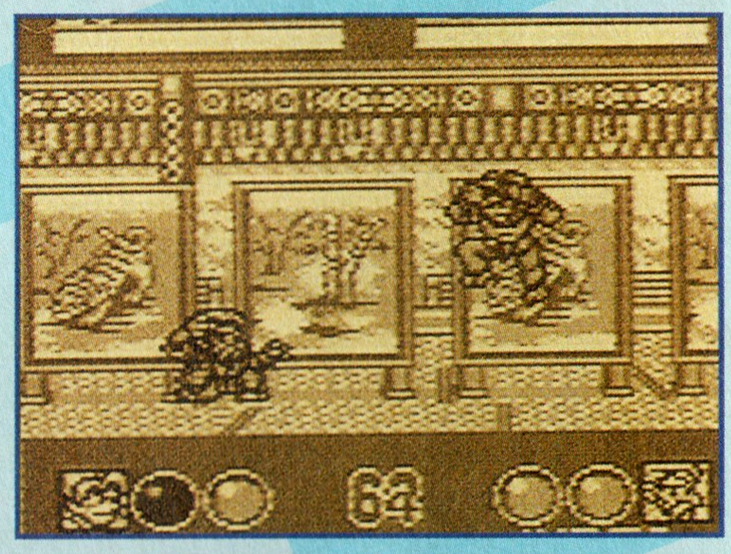


(ABOVE) Fei Long and Balrog do battle! (I've just wet myself!)

SUPER STREETFIGHTER - FIRST SHOTS ON SUPER NES!

LOOK! LOOK! LOOK! Here are the very first screenshots of Super Streetfighter on Super NES! As you can see, the conversion looks absolutely top-notch, but it's still impossible to say whether the game will be as fast as the Super SF Turbo coin-op or the slower original Super SF. All the characters are in there, though - including the four new ones - and all the new background and graphics tweaks as well. It's safe to say that all the moves will also be incorporated, including the awesome Burning Dragon! We haven't seen the game yet and are unlikely to for quite a while, but a June release still seems likely and there's no doubt we'll have more details next month! In the meantime, we're not getting as many Super Streetfighter drawings as we'd like - including the new characters. Get them to us and we'll print the best ones right here!





SAMURAI SHODOWN AND FATAL FURY

HIT THE GAMEBOY! INCREDIBLE FIRST SHOTS!

If Game Boy owners have been feeling a bit left out lately in the beat 'em up stakes - fret no more! Top Neo Geo fighters Samurai Shodown and Fatal Fury are coming to the hand-held! Incredible! Samurai Shodown looks completely and utterly AMAZING! Most, if not all, of the characters will be included in the conversion, complete with the weaponry which made the coin-op so smart! Even the backgrounds will blow you away - finely detailed and incredibly atmospheric. The game is being converted to the Game Boy by Takara (the masters behind the awesome Super NES conversion of Fatal Fury 2) so the quality is virtually assured!

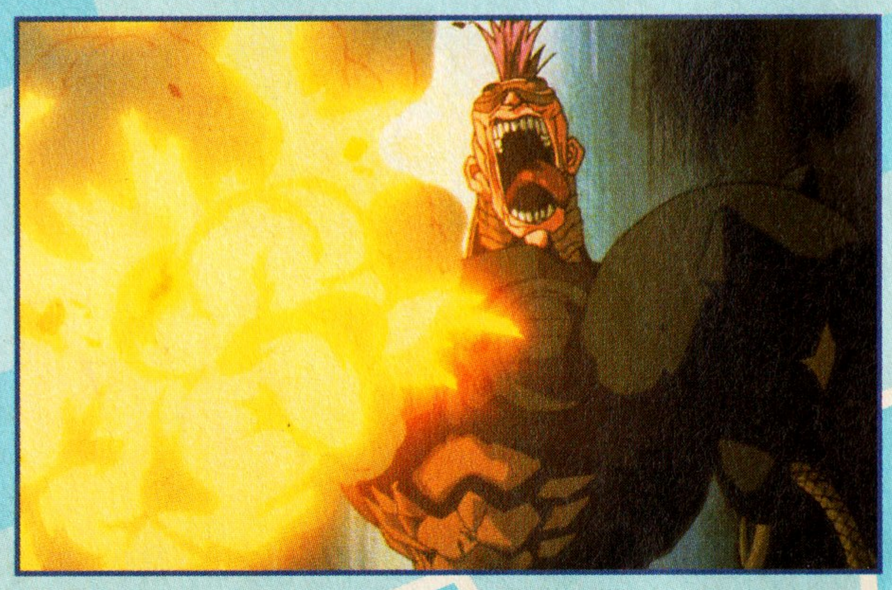
Fury is coming to Game Boy too - and it looks smart as well: Sprites are massive and the action looks fast and furious! The instant we get any more news we'll slap the details into NMS - it's what we do best!

AMAZING MANGA CYBERCOMP

Manga love us you know - and we love them back. But they love you, dear readers, even more. In fact they've decided to reward TWENTY ONE, yes TWENTY ONE lucky readers with a shower of manga-esque prizes and all because they love you lot to little bits. It fair makes me want to weep. One supremely spawny git is going to walk away with a brilliant hand-made and painted, signed, strictly limited edition sculptures of The Guyver, a copy of the excellent Battle Angel Alita and, naturally, ALL TWELVE episodes of The Guyver itself! Whilst twenty slightly less fortunate runners-up will be sent copies of either Alita or Guyver. All you have to do to put yourself into one of these winning positions is to prove your love for Manga by completing the following sentence in not less than 28 words.

THERE'S NO-ONE QUITE LIKE MANGA, WE KNOW YOU ALL AGREE...

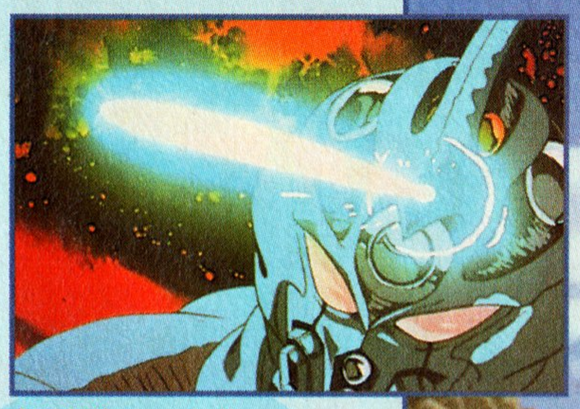
Entries should be sent off on a postcard or back of an envelope to **OH MANGA! I...I THINK I LOVE YOU! NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**



MANGA LASTS ALITA BIT LONGER

It's getting so as the only thing you can rely on these days is that there'll be some Manga news in NMS and this month has a treble dose just for good measure. There are two new Manga titles released in April, the first of which is the 15-rated Battle Angel Alita. The setting is a bleak and distant Earth inhabited by cyborgs, bounty hunters and other nasty cyber scum. The good and the rich have long since vacated the planet to the floating paradise of Zarem. Enter brilliant scientist Dr Ido, who stumbles across the wreck of a cyborg. He takes it home, regenerates it and names it Alita. Alita has no memory of her past but soon discovers she has amazing powers in frightening disproportion to her diminutive size and joins the ranks of the Hunter-Warriors in an attempt to earn the necessary credits to buy her way to Zarem. This is one of the best Manga titles we've seen lately with a cracking storyline, brilliant animation and some terrifying characters. Alita is a 15 certificate, will set you back £10.99 and NMS recommends it.

(ABOVE) One of Alita's first confrontations is with this guy!



(ABOVE) Special effects in Guyver are outrageous!

Next up is The Guyver Data 1: Genesis of the Guyver. The Guyver is the *ultimate*weapon which, when activated, transforms human guinea pigs into powerful killing machines. This story, the first of 12 episodes follows the exploits of young student Sho Fukamachi who stumbles across one of three stolen Guyver units and promptly gets himself turned into a Guyver. Silly boy.

Mucho carnage follows as Sho does battle with the Biomorphic Zoanoids - minions of the Chronos Corporation who developed the Guyver units. Like Alita the Guyver is a 15 certificate but, being as it is in 12 episodes, each lasting 30 minutes, it's only going to cost £5.99. Cheap at twice the price but will you be able to sustain your interest over a year?

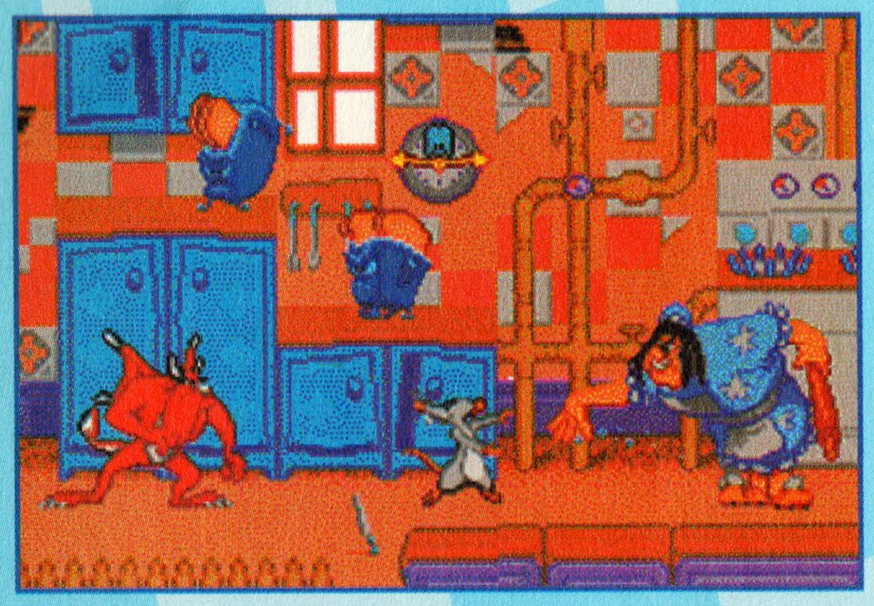
AR HAR! HAR HAR HAR!

Battling its way in to the office just in time for this issue's news is Marubeni's conversion of the 'popular' Saturday morning cartoon - The Pirates Of Darkwater - for the Super NES. The mysterious Darkwater is spreading over the peaceful world of Rule and the evil pirate Bloth is attempting to control it and in turn gain dominion over Rule. Enter Ren, Prince of Octopon, who decides he's having none of this and sets out with his two companions - Ioz an ex-pirate and Tula an ex-kissogram - to vanquish the wicked Bloth. But first he must find the lost treasures of Rule in order to control the Darkwater. The game takes the form of a one or two-player beat 'em up along the lines of Final Fight with ample opportunity afforded for players to thrash seven shades of dark-water out all manner of pirate scum in their quest for the lost treasures and Bloth himself. There are no plans to release this game in the immediate future but we can reveal that the game features plenty of special moves, some gorgeously detailed graphics and, gasp, no slow-down - not even in two player! In the meantime feast your landlubber eyes on these lavish screenshots, me hearties.

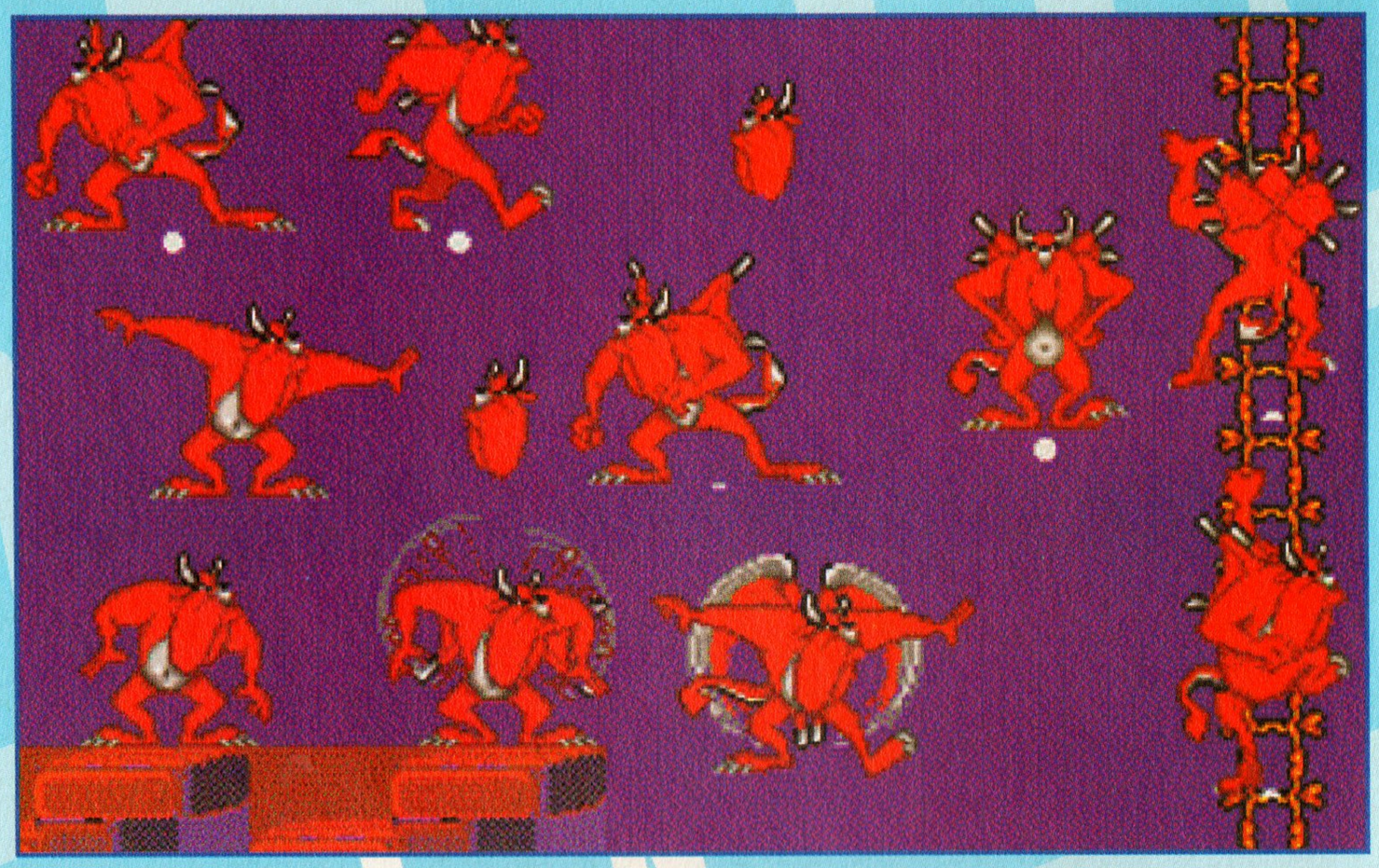
(LEFT) And they say that Nureyev geezer was good!

(BELOW) It's alright - he's only playing...

NEWS



(ABOVE) 'Hey bud - kiss her and she might turn into a frog!'



(ABOVE) 'Ere Dibble, check that out.'
'Oh, leave it Plod - just kids having a laugh, s'all.'

NEW SOFTWARE IN A JUNGULAR VEIN

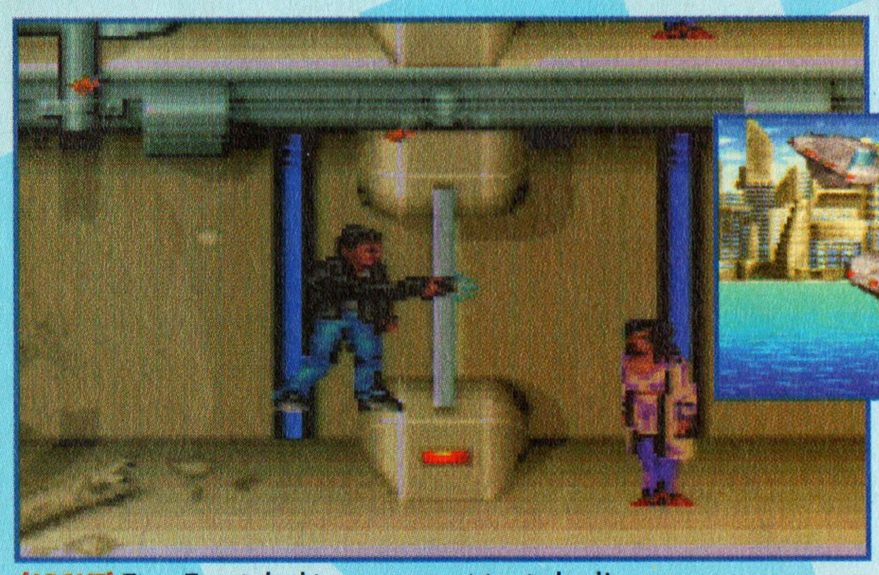
Gremlin have been very busy lately with several new titles in production for the Super NES. First up is the long-awaited sequel to Desert Strike - Jungle Strike. Gremlin have completely revamped the product from the Megadrive version. The 16 meg cart now boasts improved scrolling, bigger maps with more stuff to shoot at, more speech and more detailed graphics with around 260 frames of animation for the helicopter alone! The game is currently 30% complete but as you can see from our EXCLUSIVE peek it's looking pretty fabbo already. More to see on this one soon.

Next in line is Nigel Mansell's Indycar Racing - sequel to NM Grand Prix and updated in line with Nige's recent career change. The game now includes a two-player facility, fifteen top Indy racing tracks to conquer - each based on actual tracks - and a load of top-name drivers to compete against. Keep an eye out for the intro sequence to this game - it was developed on a Silicon Graphics workstation!

Also in a racing vein is Top Gear 3000. This gives the Top Gear theme a novel twist - transporting the whole thing into the 24th century. So the bog-standard racing machines of yesteryear are replaced by super-charged cyber machines tooled up with laser cannons, tractor beams, warps and all manner of other futuristic stuff.

Last of the games that we're allowed to tell you about is Litil Divil. This is basically a platform adventure with a heavy emphasis on puzzle solving and is based on the PC game of the same name. The Divil of the title is actually a demon called Mutt who has drawn the short straw and has been sent out by his mates to collect the mystic of plenty - and many pitfalls await him on his quest. There was little of the game to see except some rather impressive animation and highly detailed backgrounds. Look forward, then, to more EXCLUSIVE news on these promising products soon.

(ABOVE) Gary decides upon his next, most suitable, pose for the Editorial pages. We like the three-headed one best. What do you think?



(ABOVE) Smart-ooking game, or what!

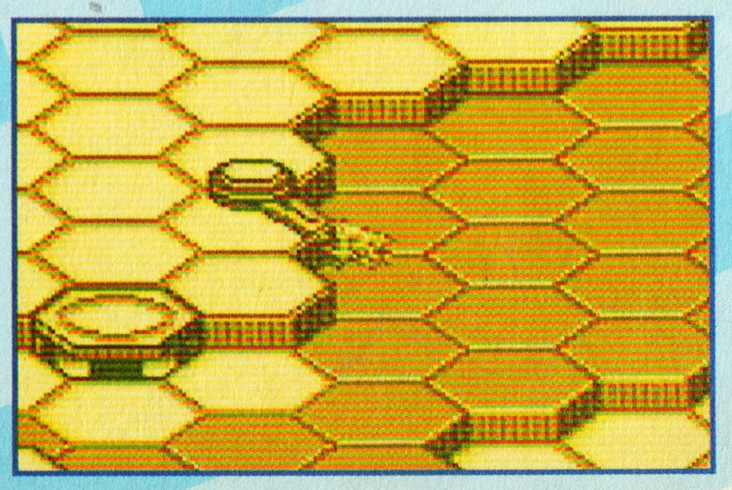
(ABOVE) Time Trax is looking very promising indeed!

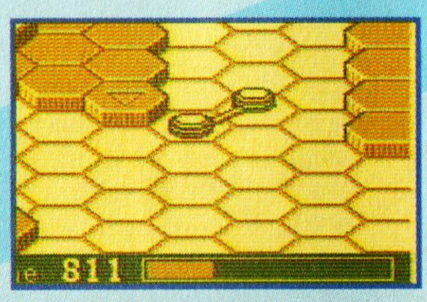
GET ON THE RIGHT TRAX, BABY

Gasp! THQ are releasing a, double gasp, quite good game! The game in question is Time Trax and it tells the story of a future cop who is sent back in time to 1994 to smash a criminal empire causing a spot if bother in his time. The game takes the form of a platform adventure as one player surfs time in search of the big boss and...we think it's quite good! Keep your eyes on our very next issue when we'll be revealing more of this promising title in the timeless NMS review.

SUPPORT YOUR LUCLE CONSTABULARY

Fans of the sort of games where you have a spaceship shaped like two blobs attached together by a stick that pivots around puzzle hazard-ridden landscapes hang on to your underpants - LUCLE is coming! Vic Tokai's latest puzzler for the Game Boy features just such a craft in such a hazardous situation. We're not really sure what it's all about and, to be quite frank, we couldn't care less. Suffice to say at this moment that the action seems to suit the Game Boy's mono screen quite well and the action is strangely addictive. Rest assured that the next Luc'le be of a more preview-based nature. Ho ho.

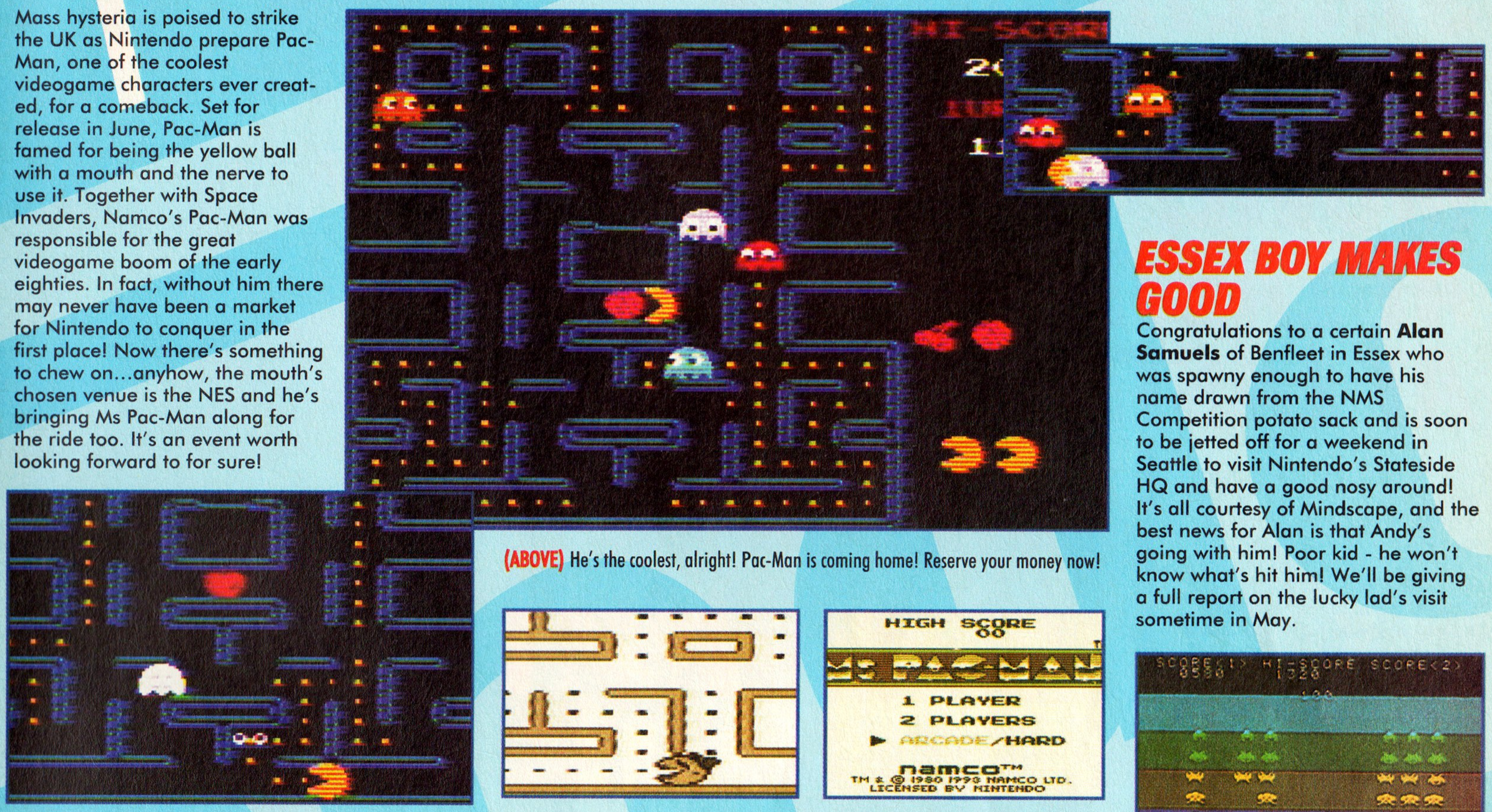




(ABOVE) Though it looks odd Lucle is a really smart little game. It's certainly one to Lucle out for.

HE'S BACK MAN - PAC-MAN!

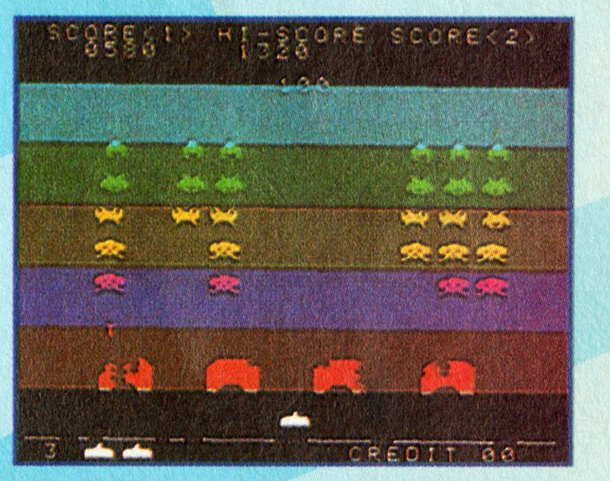
Mass hysteria is poised to strike the UK as Nintendo prepare Pac-Man, one of the coolest videogame characters ever created, for a comeback. Set for release in June, Pac-Man is famed for being the yellow ball with a mouth and the nerve to use it. Together with Space Invaders, Namco's Pac-Man was responsible for the great videogame boom of the early eighties. In fact, without him there may never have been a market for Nintendo to conquer in the first place! Now there's something to chew on...anyhow, the mouth's chosen venue is the NES and he's bringing Ms Pac-Man along for the ride too. It's an event worth looking forward to for sure!



(ABOVE) He's the coolest, alright! Pac-Man is coming home! Reserve your money now!

ESSEX BOY MAKES GOOD

Congratulations to a certain **Alan Samuels** of Benfleet in Essex who was spawny enough to have his name drawn from the NMS Competition potato sack and is soon to be jetted off for a weekend in Seattle to visit Nintendo's Stateside HQ and have a good nosy around! It's all courtesy of Mindscape, and the best news for Alan is that Andy's going with him! Poor kid - he won't know what's hit him! We'll be giving a full report on the lucky lad's visit sometime in May.

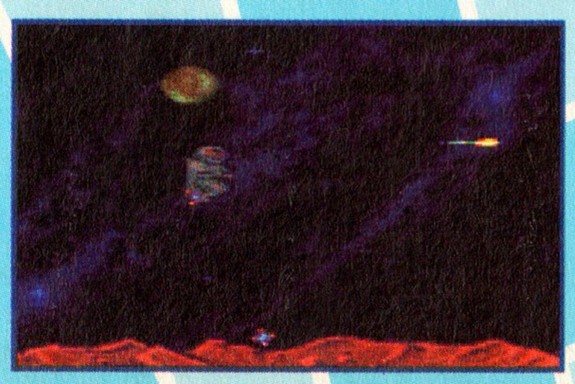


(ABOVE) Every detail of the classic game is being included in the Super NES cart. Erm...good.

RABID DROPPINGS

If there's one thing the Super NES has never had, it's a decent Defender clone. This is a shame because, for our money, Defender was one of the greatest shoot 'em ups of all time - ever! All this is about to change, though, thanks to Psygnosis and the imminent release of Dropzone, an old Commodore 64 game by the now-legendary Archer McLean. Long-time fans of NMS - and there are plenty of 'em - will remember we reviewed the NES version of the game absolutely yonks ago and from the EXCLUSIVE peek we were treated to we could see that all of the non-stop blasting action has made it through to the Super NES - and then some. There are vastly improved graphics (of course), some big explosions and a load of new bits that weren't even in the original. First impressions of this game are very good but you'll have to wait for the Preview to find out more. Keep it locked.

(ABOVE) The graphics are greatly improved on the Super NES version of Drop Zone - the game play doesn't need touching: it's cool already!



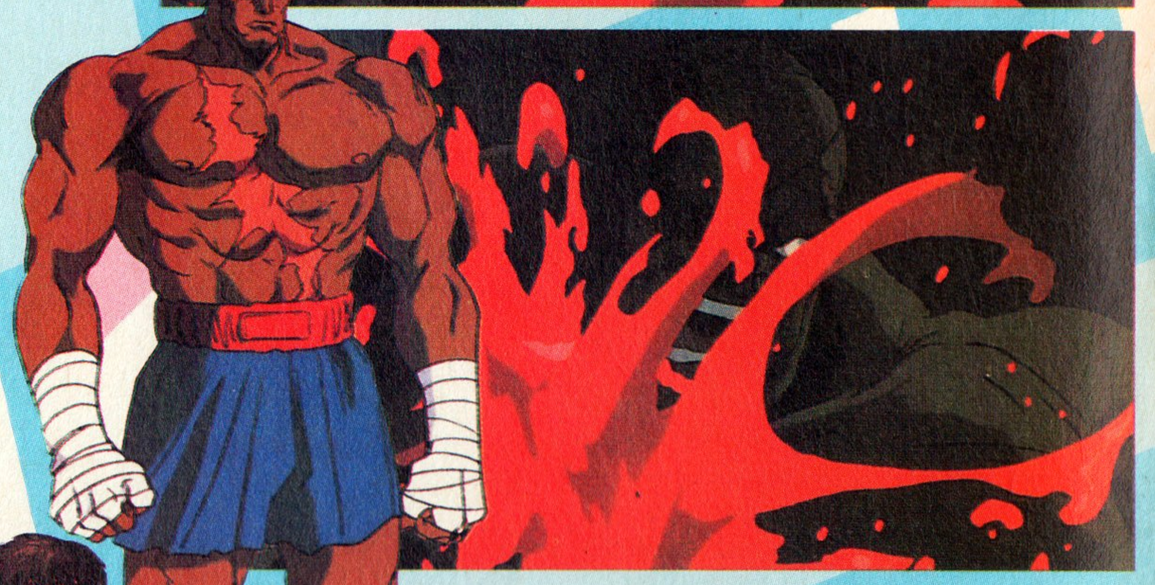
INVADING YOUR SPACE LIKE SPACE INVADERS

What's going on? Why is it that now, in the last few years of the 20th century, software houses seem to be falling over themselves to release games that are so-oo old that most of us were still in shorts - even Tim. We already have pensioners like Pacman and Ms Pacman to look forward to and now that doddering classic Space Invaders is being wheeled out courtesy of Taito. This conversion is so faithful to the original that it's even got the sad coloured strips that used to fool punters into thinking they were playing an actual full colour video game - although they're part of the game this time and not bits of tacky plastic stuck to the screen as they were in the "good old days." Oddly enough, news of this cart has caused great excitement in the office so expect a wildly over-enthusiastic Preview of this cart soon.

NEWS

STREETFIGHTER - THE ANIMATED MOVIE! AT LAST! AT LAST! AT LAST!

Prepare to poop yourself - here are the first shots of the forthcoming Streetfighter animated movie - and the film looks completely SUPERB! Due out son in Japan, the film tells the traditional Streetfighter story with a few original plot twists of its own and features all the characters doing what they do best - fighting! These are the only pix so far released from the movie, which features state-of-the-art animation and, more importantly, stays faithful to the Streetfighter legend. And as you can see, the producers haven't spared the violence either. Frankly this could be one of the great movies of the entire year, and the second we get more details we'll pass them on!



(ABOVE) Here we see Sagat hurriedly preparing his jam sandwiches for breakfast.

(ABOVE) Ryu - over-acting as usual! Tsk...

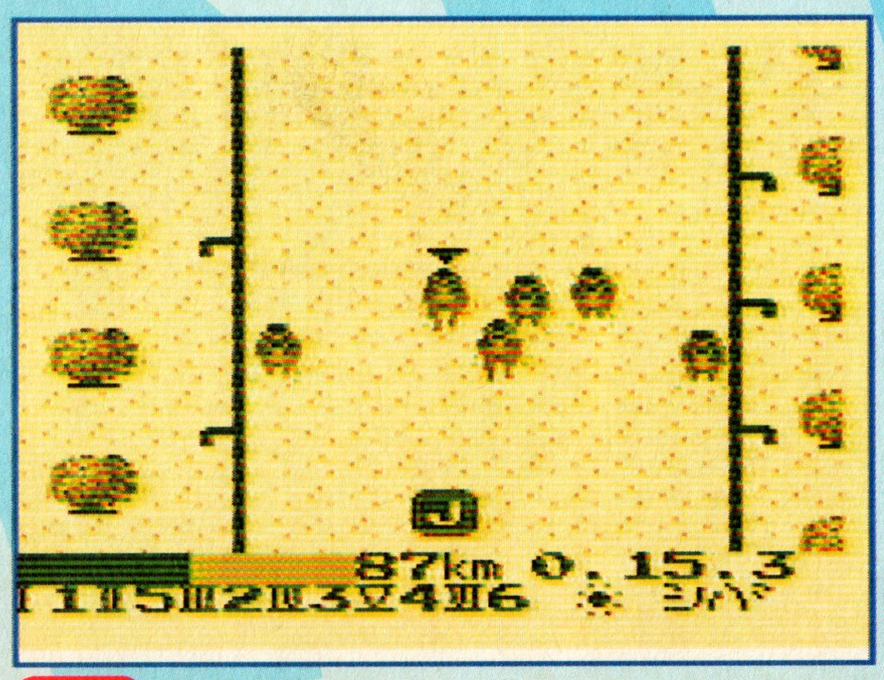
MISSING CLOTHING

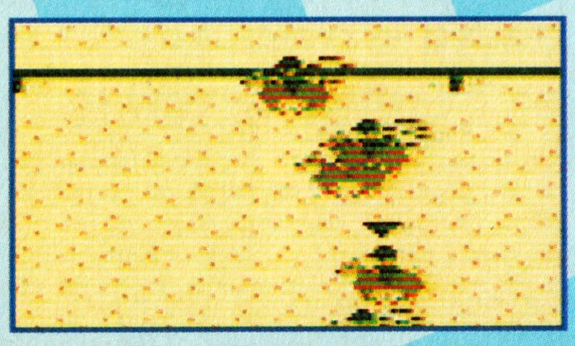
Hey, they're all wearing 'em this year you know - Mario Is Missing T-Shirts, that is. And now NMS in conjunction with Mindscape is giving ten oh-so-lucky fashion victims the chance to win one of these mode-ish items. All you have to do is answer the following question:

Question: Mario wears what colour dungarees?
a. Black
b. Red
c. A rather interesting shade of beige.
Answers to the usual address on a postcard please.

GIDDY UP NEDDY!

Like the "odd flutter" on the gee-gees every now and then? Tim certainly does. Many's the time we've had to go looking for him only to find him sobbing outside the local, ahem, 'Turf Accountants.' What a shining example he is, eh readers? Fortunately salvation is at hand in the form of Namco's latest title for the Game Boy. Called Family Jockey, the game allows all the dubious thrills and spills of horse racing but without the humiliation of losing all your wedge on a three-legged, one-eyed donkey. And Super NES owners shouldn't feel left out either because Namco have got a special game just for them too. It's called Winning Jockey and, like it's little cousin, features all the excitement of racing without the necessity to stand next to a load of hoity-toity posh gets! Bad news for Paul and Andy, though, there are no known plans for a 'Winning Whippet' game as yet.





(ABOVE) Bishop's-fancy-rabbit-droppings-mother-frog-lifter-how's-yer-father...

JAMMY NBA WINNERS!

Herewith the winners of the fabby NBA Jam compo. First out of the bag is Mark Pollington of Market Drayton, Shropshire who was definitely the biggest basket case out of the hu-uge bag of entrants. Mark will be receiving his top NBA-type prizes of a hoop, backboard, ball *and* copy of the game just as soon as Andy gets the time to go shopping for it. The other winners are Daniel Mackenzie, Jennifer kettle, Marc Harris, Richard Melville, James Townend, Simon Skillings, John Henderson, Rukshan Haniffa, Carol Hunter, Antony Williams and William Shaw, all of whom will find a copy of the jamtastic cart slamming its way through their letterboxes sooner than you can say George-Mangion's-Thrice-'Round-The-Rim-Smells-Like-A-Pig-Farm-Evacuate-the-Building-Slam-Dump! All courtesy of the beautiful people at Acclaim.

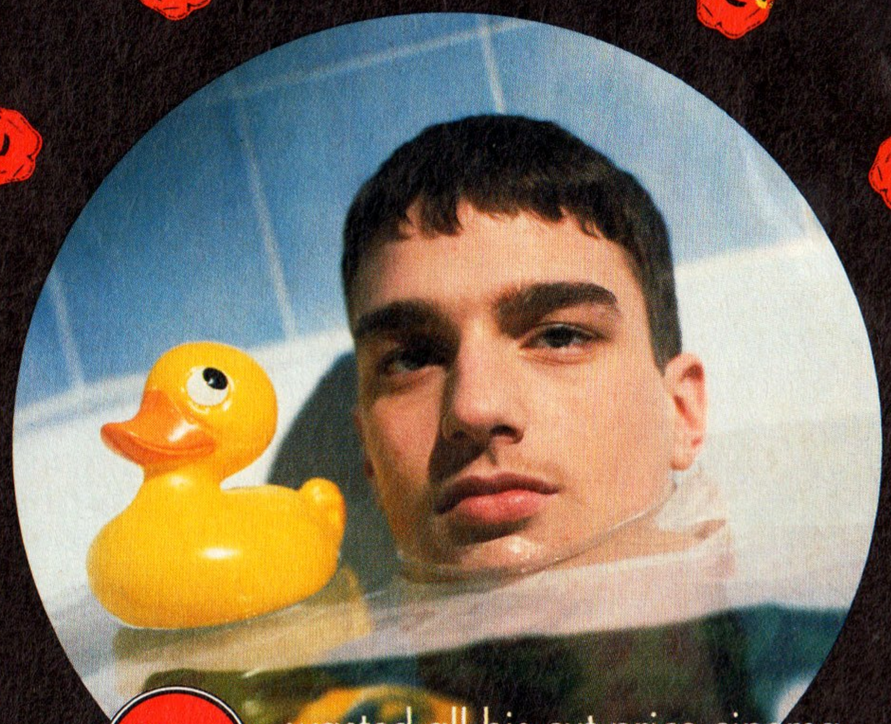
NBA JAM

Issued by MIDLAND BANK plc 1994

GREED, CORRUPTION & THE MIDLAND LIVECASH DEAL

Sue
14

got one
of our free Megadrive systems –
then charged her kid brother a
whopping £3 an hour to use it.

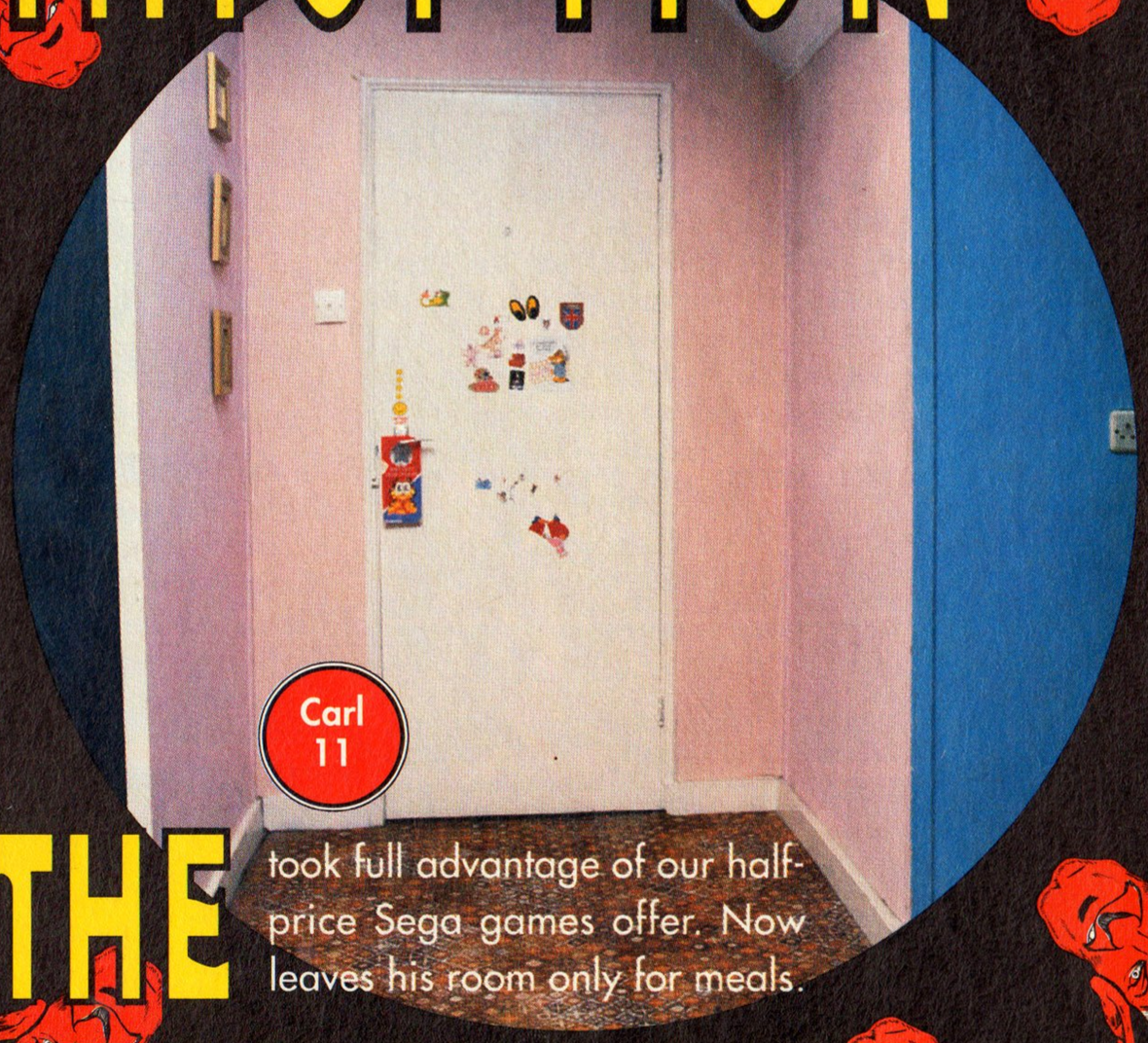


Steve
17

wasted all his cut-price cinema
tickets in blundering attempts to
impress his sister's friends.

Joe
15

ordered his "Pizza for a penny"
pizza and then deceitfully asked
his girlfriend to pay half the
normal price.



Carl
11

took full advantage of our half-
price Sega games offer. Now
leaves his room only for meals.

Can you handle it? Opening a Livecash account will bring you many things. Free gifts, competitions. Big money off Sega, Nintendo and Amiga. But it can also bring out the worst in you. You have been warned. Find out more by sending the coupon to Midland Bank plc, FREEPOST, Customer Information, Silver Street Head, Sheffield S1 1AY, or by asking at your nearest Midland branch, or by calling us on 0345 180 180. Lines are open 8 am – 8 pm, Monday to Friday. All calls charged at local rates. Livecash is available to 11 – 18 year olds.

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GARY'S GOSSIP

When you're the legend known as Gary Harrod, you're faced with a problem. No, not that one - a special problem. What do you do when you hear so much stuff going on in the games world and you can't put it directly into the magazine? To solve this problem, we decided to give Harrod this page. He didn't believe us at first, just sort of rolled his eyes and flopped his head down on the desk. Then he tried to speak, but the words just wouldn't come. He wanted to tell us how pleased he was that we'd chosen to share his knowledge with the world. Wanted to let us know that he'd provide the hottest gaming gossip known to man. Wanted us to appreciate how much he, well, how much he appreciated the chance to have his own platform from which to speak. At last he managed to open his mouth, and his heartfelt thanks came pouring out... "UG!"

MULTI-TAP MUSCLES IN!

Yoinks! News has just reached us that Capcom's ace arcade conversion of Muscle Bomber is not only going to be 24 MEG but will also feature FOUR PLAYER simultaneous combat with NO SLOWDOWN!! Shaloop!

MASSIVE MEG EXTRAVAGANZA!

And if you thought the above was unbelievable get your thinking gear around the distinct possibility that Takara's conversion of Fatal Fury Special is going to be, gasp, an awe-inspiring 32 MEG.

FINALLY FOR FINAL FANTASYIV!

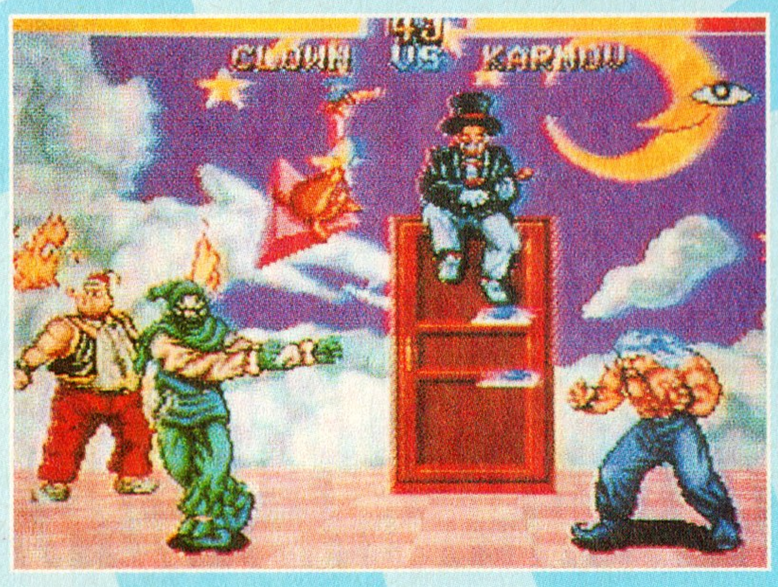
Squaresoft are very much the company of the moment with their brilliant games like the Secret Of Mana. Now news reaches our all-hearing ears that they are planning to release Capcom's Breath Of Fire over in the States which is great news when you consider that Nintendo UK have the option on all Squaresoft games. Also expect an English translation of the Japanese smash RPG Final Fantasy IV soon.

BACK FROM THE DEAD!

Ocean have got so-oo much stuff lined up they've had to offload some of it onto other companies. Amongst other things in the pipeline are two sequels - Jurassic Park 2 and Mr Nutz 2. Remember where you heard it first.

IT AIN'T HISTORY!

Data East are planning an imminent release of their controversial SF2 clone Fighters History for the Super NES. Data east have also just released an updated version - Fighters History Dynamite for the arcades. Check it out.



FIGHTING IS OFFICIAL!

Brilliant news. Takara have just recently set up a UK Headquarters so expect OFFICIAL releases of Art Of Fighting and Fatal Fury 2 in the near future.

COULD YOU DO BETTER?

Ever fancied designing games for the world's top company for a living? You'd better get swotting then because Nintendo have opened up a Game design School over in the States and are only accepting the most brilliant candidates onto the two year course that covers every aspect of game design, as well as all the boring technical bits. Ask your friendly neighbourhood careers officer.

TWO HALVES MAKE A WHOLE!

In the dark ages, before SF2, there was only Ranma1/2 on the Super NES that was any good. Soon we will all be able to relive those unhappy days when Ranma 1/2 part 3 is released. It's not all bad news though - the cart is a whopping 24 MEG and actually looks pretty darned good. More news shortly.

DON'T BE A HERO!

World Heroes 2 is coming - and soon. We don't want to reveal too much about this ace game suffice to say that it is a near-perfect of the arcade game and features an option to play the bosses. Also check out the brand new arcade game, World Heros Jet, at a quality arcade near you now.

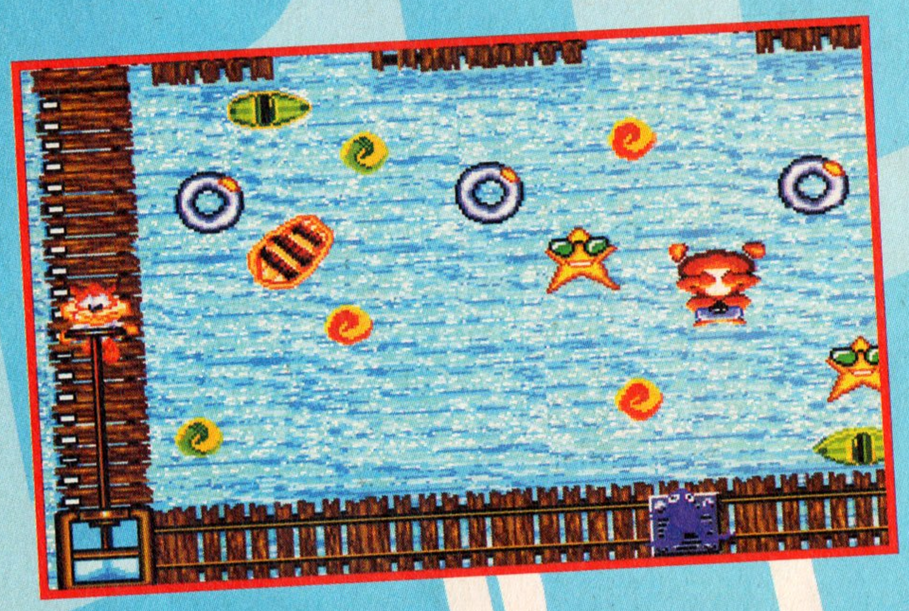
Until next month, fact fans... UP YOUR KILT!

Mars CHOCOLATE
IS REALLY THICK
AS ARE FOOTBALL
HOOLIGANS
WHO HAVE BIG MOUTHS
AS DO LITTLE BROTHERS
AND SISTERS
WHO GET YOU INTO TROUBLE
AS DOES DRINKING
WHICH ANNOYS
YOUR PARENTS
AS CAN
YOUR EXAM RESULTS
D
WHICH CAN BE
EMBARRASSING
AS CAN
BUYING CONDOMS
WHICH COME IN 3'S
AS DO BUSES
WHICH LEAVE YOU OUT IN THE COLD
AS DOES
BEING STOOD UP
WHICH CAN HAPPEN
TO ANYONE
AS IS
"YOUR ROOM'S A TIP"
AS CAN DANDRUFF
WHICH IS A COMMON COMPLAINT
WHICH CAN GET BORING...
BORING...
BORING
AS CAN AN EARLY NIGHT
WHICH HELPS YOU
WORK REST AND PLAY
AS DO
Mars®
BARS.

NEWS

BUBSY II

Run for cover! Bubsy the Bobcat is back and a whole marketing machine gears itself up for another round of mega-hype. Accolade have decided to develop a sequel to the feline's original adventures and what's more they quite correctly decided to give NMS the EXCLUSIVE first look! So without further ado we give you the imaginitively entitled Bubsy II...

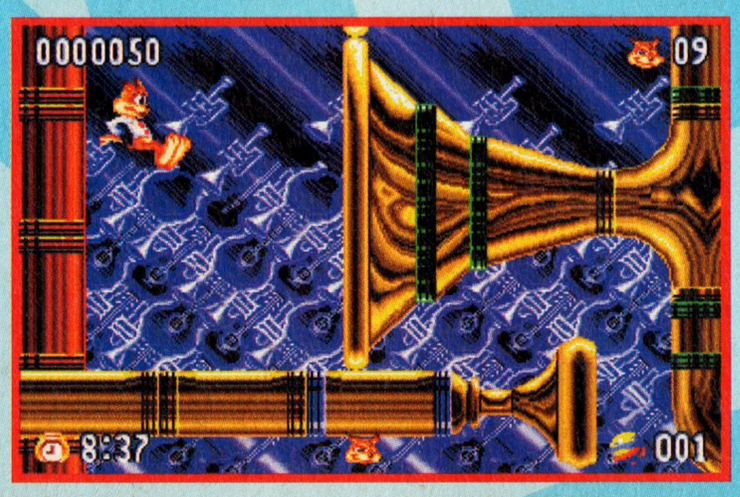


CUTE AND FLUFFY SUB-GAMES

If all the platform-based hilarity gets a bit too much for you how about indulging in a few mini games for a bit of a diversion? Fancy that? Good because there are three such mini-games in Bubsy II. There's the Bobcat Bungee that sees our lad dangling precariously off the end of long bits of elastic; Armadillo Pachinko which, presumably, has something to do with Bubsy's new mate Arnold Dillo (an Armadillo) and a pachinko machine, and lastly the Frogapult where lobbing frogs onto moving platforms is the order of the day. Amazing!

YOU ONLY LIVE THRICE

You know what used to really used to annoy me about the original Bubsy - I mean *reeeaally* annoy me? It was the fact that as soon as you touched an enemy the annoying little furball pegged out. Luckily Accolade have sorted this out by endowing Bubsy with three - count 'em - hits as opposed to the pathetic one that used to cause so much frustration. And about time too!



WHAT THE BOBCAT'S GOING ON?

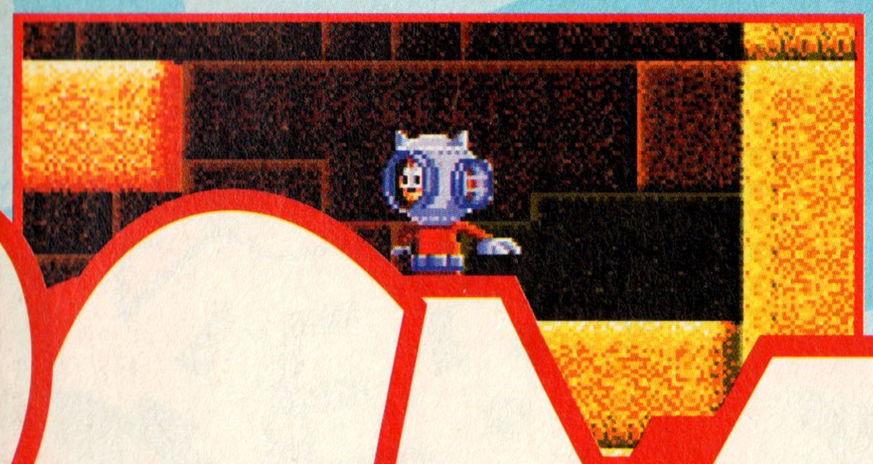
Here's the story: The nefarious Oinker P Spamm has struck up a partnership with evil scientific genius Virgil Reality, inventor of the World Origination and Matter Projection Unification Machine (That's WOMPUM for short), and created the ultimate Amusement Park - The Amazatorium. Now what makes the Amazatorium so amazing is that the guests are able to experience the miracles of the world through simulated reality. But - and get this - the WOMPUM doesn't merely simulate reality, it blimmin' well steals it! And if Bubsy doesn't stop it, Spamm and Doctor Reality could soon own *all* of reality leaving them free to charge whatever they like for it! So it's your task to guide Bubsy across FIVE different worlds and FIFTEEN massive levels negotiating the platform landscapes and battling Spamm's henchmen. Whatever it is these programmers are drinking, give us a pint...

AND BUBSY'S SPECIAL PRIZE...

To the victor belong the spoils - or so the saying goes. And never was it more true than in Bubsy II, for completion of a level heaps rewards on the fluffy conqueror. Not only that, but Bubsy is allowed to choose his own reward for doing so. What'll it be, more lives, extra time, a load of bonus points? Mmmm.

(ABOVE) This is Frogapult - one of the special bonus games. The idea is to spang your frog onto the bonus items. Just like at the fair except that it costs a darned sight more than 50p a go!

(ABOVE) This is Bubsy - he's the hero of the game. You dolts!



BUBSY 2

LOADS OF DIFFERENT ENDINGS!
FIVE DIFFERENT WORLDS - FIFTEEN LEVELS!
YOU CAN EVEN CHANGE THE WEATHER!
ALL NEW SPEECH AND GAME MODES

(ABOVE) Bubsy squats as a baddy rushes off for the cat litter.

YOU CAN BEAT

Zangief, M. Bison, Vega, Blanka, Ken, Chun Li, Ryu and not forgetting Dhalsim.

You can beat them!

Guile, E. Honda, Balrog and Sagat.

You reckon!

You see at Dixons if you get the handle of Street Fighter II, there's always Mortal Kombat, Streets of Rage II, and Fatal Fury.

Dixons has more choice for "Beat-'em-ups" than any other store.

In fact Dixons has more choice for "Beat-'em-ups", "Sports Games", "Flight Sims", "Platforms" or any

BUT YOU CAN'T

THEM...

YOU RECKON!

© Capcom

other type you're fanatical about.
And talking about fanatical, we bet value for money has a special place in your pocket. With the Dixons price promise if you can buy a game cheaper elsewhere we'll refund the difference.*
With more stores, in more towns we've always got the best deals on Sega and Nintendo games.
So if the only move you've mastered is not to look a gift horse in the mouth, you'll recognise that you can't beat Dixons for choice and value; on any street

* We will refund the difference on the spot if you can find the same product with the same offer, cheaper locally. Just come back to us within 7 days of purchase, with the details. The product must be new, complete and available for immediate delivery. This guarantee excludes mail order prices/offers.

BEAT Dixons

Nintendo

PEOPLE SYSTEM

MORTAL KOMBAT AR

THE PENNY HAS DROPPED...

Dear NMS,
Congratulations on a scheme that was so cunning it even fooled me (if only for two minutes). It was an April Fool to beat all others (even better than the famous Sheng Long gag!) Who would believe that a penny piece could access a cheat? Who would be sad enough to try out the crazy keypad instructions? AND who didn't realise that the first Friday of April is the 1st? Well, a certain Mr Pham was mentally deficient enough to do so...and couldn't understand why I and my mate Daniel were screaming about on the floor while he manically attempted to input the code. DOH! Thanks for an extremely hilarious April Fool's joke which only goes to prove that NMS is the smartest and utterly coolest mag on the street. Much respect!

ALAN FRANCOIS
London E9

ROLF APILO - DEAR OH DEAR!

Dear NMS,
Your Mortal Kombat trick has got to be the best April Fool I've ever seen. I sat there for ages trying to get it to work and then when I looked at the mag I realised I'd been done. It was an April Fool! I've still got my penny taped to my copy of Mortal Kombat, and I think I'll leave it there for a laugh. Anyway, I just wanted to say well done and keep up the good work!

PETER DALE
Dartford, Kent

MY OWN STUPIDITY EXPOSED!

Dear NMS
Last month you printed a cheat for Mortal Kombat and expected people to actually believe it! I saw straight through your April Fool.
1. The first thing I noticed was on the picture at the top left corner of the article. Sonya was performing a death move yet according the the absence of discs underneath her energy bar she had not won a round! All you've done here is taken a picture of Sonya uppercutting Cage and then superimposed an enlarged sonic ring and the bottom part of Cage's body.
2. The next thing is the picture of Reptile on the character select screen. This is clearly a picture of Scorpion's head flipped horizontally and coloured in, you didn't even change the position of the clouds in the background!
3. The bottom right picture is a load of tripe. Kano has just done his normal death move and you thought you'd stick Liu Kang up in the air by his hand.

NINTENDO PEOPLE SYSTEM

Once in a while you get a windfall, and the way you spend reveals a great deal about your personality. Paul got a windfall last week, and most people in the office think he blew the lot on just about the most ridiculous thing you could blow your wedge on. So it gave us a bit of an idea...what's the biggest amount of money we've ever wasted and what did we waste it on? The results are disturbing...

TIM BOONE

"My most flagrant abuse of common financial sense was when I went to France with Jaz Rignall. We managed to blag our way into this incredibly expensive casino where the stakes were so high pilots were reporting them as UFOs. Anyway, never having the knack of coming up trumps when the chips are down, I succeeded in blowing £100 in exactly seven minutes. It was all the money I had at the time, so I decided it might be wise to quit while I was ahead."
FAVE GAMES:Super Metroid, FIFA

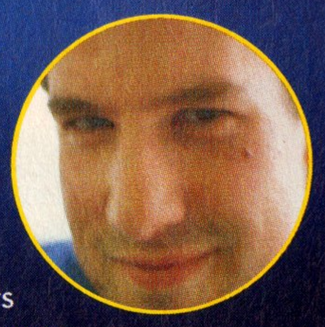
ANDY MCVITTIE

"Oh aye, I've succumbed to the odd extravagance in my youth," says Andy, grabbing his braces in preparation for another great Northern anecdote. "I'll never forget Friday 16th August 1983. I was in a particularly reckless and frivolous mood when I walked into Hilda Duckworth's chippy. I ordered my usual, a small portion of chips, but was suddenly overcome. As Hilda was serving out the chips I said, 'Oh, what the hell! Throw a goddamn savaloy in with that!' I regretted this excess the following morning but at the time I felt like the Prince of Wales!"
FAVE GAMES: Hebereke Battle, NBA Jam, Super Metroid

GARY HARROD

Like Tim, Gary was once the victim of the evils of gambling. "After managing to save about £80 from three weeks hard graft on a YTS scheme, I went and blew it all on a fruit machine. I made the fatal mistake of thinking I was bound to win some big money soon and before I knew it I didn't even have enough for my bus fare." Gary still refuses to admit that the machine wasn't actually turned on at the time...
FAVE GAMES:Super Metroid and nothing else...

PAUL DAVIES



Paul left everyone in the office completely gobsmacked when he elected to spend £180 on a Printed Circuit Board of Ghouls 'n' Ghosts. "It's brilliannttt! It iiiss!" he exclaimed in justification. Despite Paul's constant attempts to convince everyone that it was worth every penny, the office remains unconvinced. Add to this the fact that he spent essential

Yes indeed - it's time to expose everyone who was caught out by last month's Mortal Kombat April Fool! We've had a lot of letters about it, many ranking it right up there with the legendary Sheng Long chin spinner. Here are a selection of the letters we've received. Once again, just in case you're in any doubt whatsoever, THERE ARE NO BLOOD CHEATS AND BOSS CODES IN MORTAL KOMBAT! DO YOU FINALLY, FINALLY BELIEVE US NOW?

PRIL FOOL!

4. The blood is the worst part of all. It's totally out of shade and resolution.
5. Mistake number five is in the Contents page. You have included the Mortal Kombat cheat yet you say it was so last-minute that you couldn't test the death moves or put it all over the cover.
6. The final mistake is in your button combination. If you push START on Pad Two during a match the second player enters the competition.

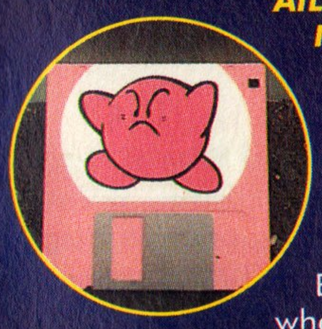
If you pull any stunts like this in the future, hire a professional.

ROLAND "Without a W" MAWLABAUX
Bexleyheath, Kent

***NMS:* Oh dear, it looks as if we've found our biggest April Fool of them all! Did it ever occur to you that the things you call "mistakes" were actually enormous clues? In true April Fool tradition, you're supposed to give people a decent chance to work out your wind-up. If everything was perfect, everyone would be fooled. What the hell's the point of that? Instead of being an April Fool, it then becomes a lie! We constructed the whole thing so that anyone with an ounce of common sense could spot it a mile off, but that didn't stop the calls coming thick and fast. Thanks to everyone who called in with congratulations, and we GUARANTEE there won't be any more wind-ups - until next April, at least...**

grocery money on two Tiny Toons videos and the nature of Paul's psyche becomes ever more bewildering...
FAVE GAMES:Super Metroid, Kirby's Pinball, Wario Land, Pac Man

AILEEN O'DONNELL



"While on holiday in America I got a little carried away with all of the consumerism. Before I knew where I was I'd bought a jumper for $400 leaving the shop assistant screaming 'Have a nice day!' and grinning with satisfaction." Often when someone in the office is running a bit short of cash they knit a pair of socks and sell them to Aileen for a hundred quid a pair...
FAVE GAMES:Kirby's Pinball, Super Design Judas

GEORGE MANGION

"I once went out for a meal and before I knew what I'd done I'd ordered some Proper Food. There was all these green bits in it (I think they call 'em veggie balls) and a round red thing which went squishy when I stuck me knife in it. I think they call that one a tamata. Anyway, I was right miffed at 'aving blown me wedge on all this tat and went down the chippy and ordered seven savaloys to cheer meself up."
FAVE GAMES:Pocket Billiards, Pro-Celebrity Stoat Handling

RATINGS GUIDE

96–100 Sometimes it 'aint easy being a game. Sometimes playing by the rules isn't enough. Sometimes you gotta break the rules to find justice. This game gets the job done...his way!

91–95 His boss didn't like him...The Mayor hated him...City Hall had no time for him. But when it came to bringing down the biggest mafia organisation in the city, they all knew hew was the only one for the job. Now and then, you gotta bet on a wild card!
ANY GAME SCORING ABOVE 90 PER CENT IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS.

86–90 Cart was two weeks away from retirement. Just when he thought his life in the Force was over his boss gave him a new partner, Ridge. At first they were only fighting each other. Now they're fighting for their lives!

80–85 Cart and Ridge are back! Cart is still too old for this baloney. Ridge is still close to drawing a psycho pension. But together, they're still one hell of a team!

70–79 Cart and Ridge are back!...again. Cart is so old now he's got a five second memory and dribbles a lot. Ridge has given up on the madness angle and taken to quiet games of cribbage with friends. But together, they're really wearing the genre a bit thin!

60–69 Kirby was a good cop. But when his boss told him to go deep cover something went wrong. When being bad gets to feel good, when crossing the line is all too simple, doing the right thing isn't easy. Now Kirby's fighting the hardest battle of his life. in deep cover and deep trouble.

50–59 He told them he could be trusted. He told them he was incorruptible. He told them there'd be no mistakes. He lied.

40–49 Friends found him charming. The neighbours thought he was a family man. Only his victims knew it was all a game.

30–39 When Betty and Alan bought their first console everything seemed perfect. They advertised for a tenant and thought they'd found the perfect one in Mr Cartridge. Now he won't leave and he's turning their dream console into a nightmare...
GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS

20–29 Everyone who discovered his dark secret mysteriously disappeared. Everyone who came close to the truth turned up dead. Who was he?...

0–19 ...Why did he fear churches so much? Born of the jackal! Look for the marks! The Prince of Darkness is alive!

DAVE DOES A RUNNER

This month it's time to say goodbye to Dave Kelsall, former NMS Deputy Art Editor. Dave decided he'd had enough of Britain's Number One Nintendo Magazine, so he's left us to take up his vocation in life as Chief Stoat Arranger at Shanghai Zoo. This is a great loss to NMS - Dave was the man behind all our brilliant Mario and Wario covers etc. It's also a great loss to the stoats: Dave occasionally forgets where he's put the little blighters, with catastrophic results. Naturally we'll miss Dave's talent, wit and disturbingly realistic gorilla impressions - but not very much. Anyway, Oirish lass Aileen O'Donnell steps into Daves size fifteen shoes to take over as Dep - and a very fine job she'll do too. So congratulations to Aileen, goodbye to Dave and, well, I've run out of cheerful backslapping banter so that's your lot for now.

WHOLE LOT OF NOTHING

This is Paul's Magic Mario Pad and it works like this: the pages look blank, right, but when you scribble over them pictures of Mario and pals suddenly appear! Only they don't - not when Paul does it anyway. You see, what it doesn't tell you on the pad is that you need at least seven brain cells to make it work. We've got absolutely no idea where this particular piece of kit came from - it just sort of appeared - but if you've got any good Nintendo stuff then take a picture or just send it in.

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: US GOLD

INCREDIBLE! Just when we thought the scramble for soccer supremacy was a three-horse race between Kick Off 3 and FIFA and World Cup Striker, along comes US Gold and slaps down the official World Cup license - and it's one of the best football games we've ever seen! Now the soccer scene is a multiple choice contest, and football fans are going to be completely and utterly spoiled for choice! Frankly, we weren't expecting much from the official World Cup license, but USA '94 is an amazing exception. In fact, it's an amazing game! Tim and Paul threatened to cry when they heard the Preview cart would have to go back, and it had to be literally wrenched from the machine as they played on - oblivious to everything around them. What are they getting so excited about? Read on and everything will be revealed...

(ABOVE) Hey, half-time oranges everyone. Last one there's a rotten egg etc...

WorldCu

PASS THE BALL, JIM

First thing you need to know about World Cup USA '94 is the control method, which has been designed to be as simple as possible - you can pick up the pad and get going on just one button, or use three with aftertouch as your skills improve. One of the most useful is the pass button - use this with skill and you can completely dazzle the opposition and set up some spectacular plays. Controlling the ball can be as simple or tough as you like - there's a handy "glue" option which dictates how strongly the ball sticks to your boots. Real pros should choose the least sticky mode, while the members of the East Cheam Sunday Reserve Eleven are recommended to use Bostik mode. Each player can set their own level of playing difficulty - so you could even play against your granny, give yourself a whopping handicap and still have a good game.

(ABOVE) The above screenshot is indupitable proof that, beyond all doubt, this game is indeed pretty large in the plenty-of-options-from-which-to-choose department. I thank you.

OPTIONS! OPTIONS! GET 'EM WHILE THEY'RE HOT!

Without a doubt one of the most spectacular features of World Cup Soccer is the sheer number of options available in the game. There are so many it's almost overwhelming! Beautifully presented setup screens allow you to customise just about every ingredient in the game to your own personal taste and then save the setup in one of seven slots (the eighth used as working memory). When it comes to coaching your team, the *really* impressive bit is this: you can set up your boys ages beforehand to perform certain set plays, run them through it (almost like training them!) and then load in your trained-up team whenever you want them. The satisfaction of pulling off a surprise set play and watching your mate's jaw drop in amazement is something else!

-OFFICIAL WORLD CUP LICENSE!
-CLASSIC WORLD CUP ACTION!
-CUSTOM TEAMS AND TACTICS

PREVIEW

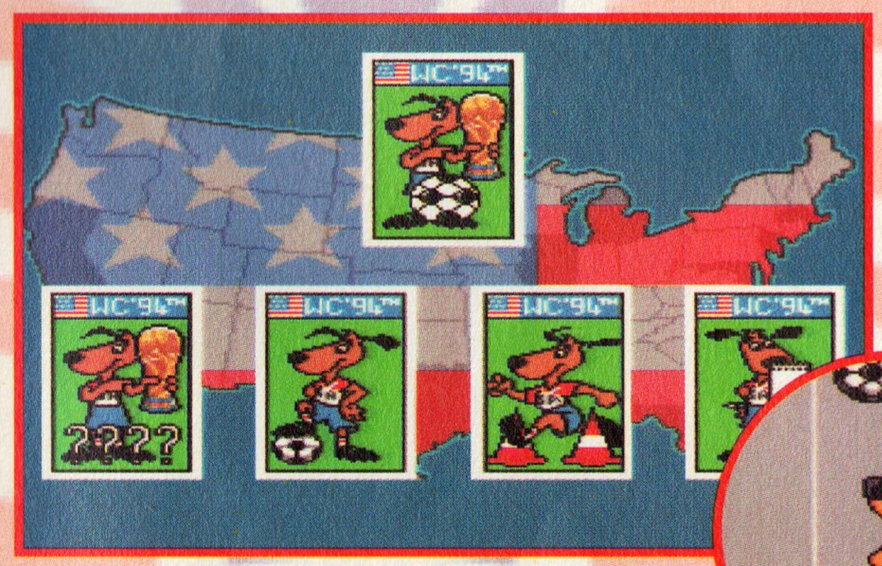
SUPER NINTENDO ENTERTAINMENT SYSTEM

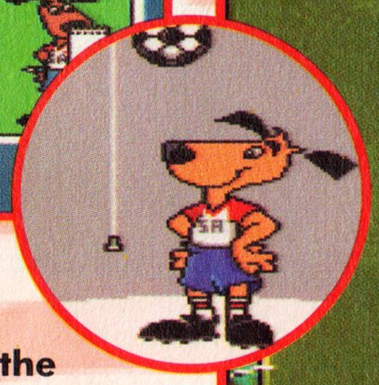
BY: US GOLD

pUSA94

POINTS OF VIEW

World Cup USA '94 uses the top-down view jettisoned in Kick Off 3 in favour of a horizontally scrolling game with bigger sprites. World Cup '94 producer Tony Bickley says the top-down view allows you to see more of the action and maintain greater control over play. Time will tell who was right - when we give you the full definitive Review of World Cup right here.





FLUFFY DOGGY MASCOT

Official World Cup doggy Striker doesn't allow himself to be left out of the procedings - the mascot mutt is everywhere! Each of the icons features the lad performing various tricks, which makes the options easy to follow. It's got to be said that in terms of presentation, World Cup USA '94 is among the best of any games you're going to find anywhere. If only it was always as simple as this!

(ABOVE) Three versus five. Hey, that's not very fair!

UNTIL NEXT TIME...

Well, we're stunned. Out of nowhere US Gold produce one of the contenders for Super NES soccer game of the century! Give these screenshots a good goggle and rest assured we'll have the first Review of the game which could prove one of the biggest console hits of the decade! NMS - first again with the stuff that really counts!

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: ELITE

WORLD STR

Elite's Striker for the Super NES is regarded by some as the best soccer game on console. In June this year a new, improved version will be available. What, then, have Elite done to such an awesome title to make it better? As the NMS soccer special continues, let's take a look!

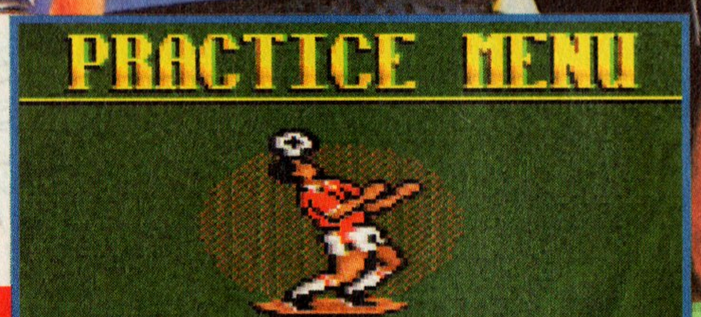
(BELOW) Me shoot um penalty - straight to goalie - take um early bath.

● UP TO FIVE PLAYERS!
● 32 DIFFERENT SET-PIECE FORMATIONS!
● MODE 7 PENALTY SHOOT-OUTS!

(ABOVE) They're your mum's tight's, they are.

DOUBLE EVERYTHING!

World Cup Striker is an 8 MEG cart - the original being just four. This amounts to twice as much of everything that makes the current Striker so superb. There's more player animation, a choice of pitches and the facility for up to five people to play at one time!



TEMPER TEMPER

The CPU-controlled teams in World Cup Striker are programmed to show incredible skill. So players won't have them licked quite so easily as the ones found in the original - who are tough as old boots anyway!

D CUP
IKED
NER

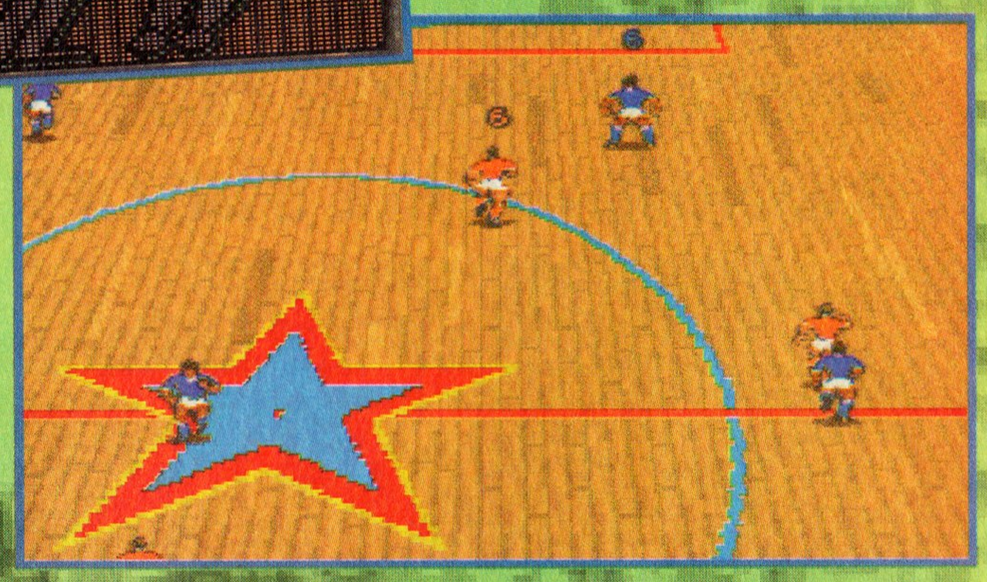
PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: ELITE

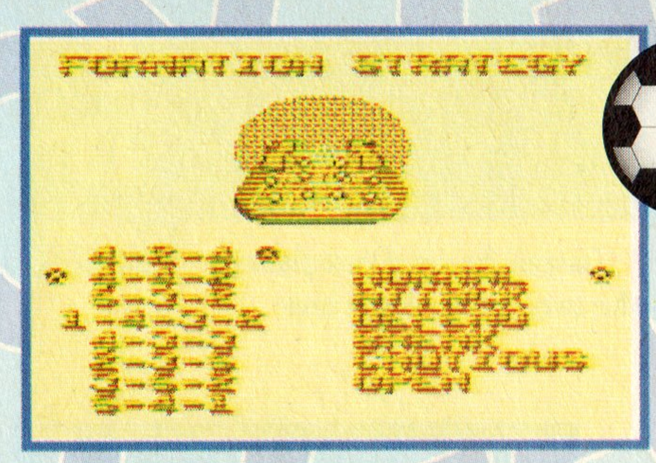
PIECES OF 4 X 8

There are 32 different set-piece formations available to the player in World Cup Striker! Now penalties and corner-kicks; throw-ins and free-kicks are all affected by this massive list of play options! There's certainly scope for strategy here.

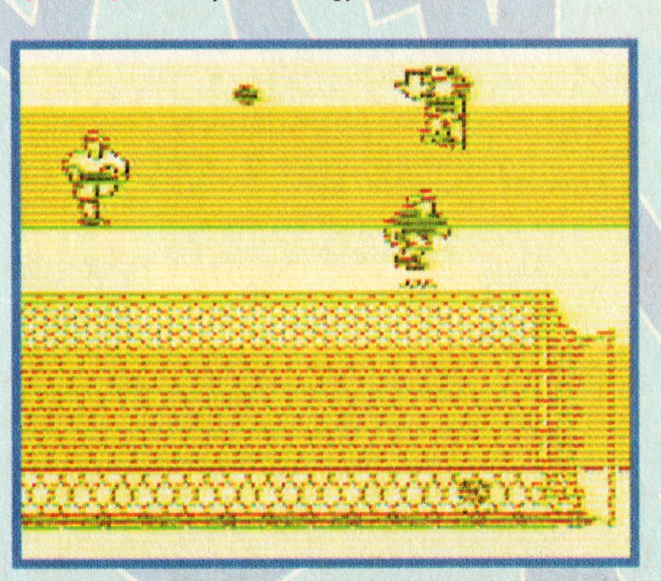


SALES PITCH

World Cup Striker is distinguishable from other soccer games on the Super NES due to its clever use of Mode 7 in scrolling over and around the playing field. Thankfully Elite retain this feature in Striker II. In fact it even extends to the penalty shoot-outs.

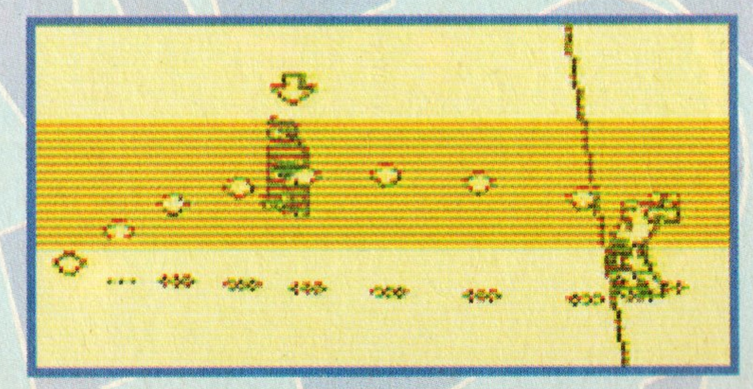


(ABOVE) Choose your strategy here...



(ABOVE) And kick the ball with great speed here.

GAME BOY



GREEN GREEN GRASS

It isn't just the Super NES that is to benefit from the arrival of World Cup Striker - the Game Boy is about to receive an almost exact duplicate of the cart in terms of game play and features. Of course the play area is smaller to compensate for the relatively larger sprites and there's no special hardware to take advantage of. Still this very same title is warming up on the sidelines to dribble and shoot all over Nintendo's tireless little hand-held at exactly the same time...

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: EMPIRE

empire SOCCER 94

THE EMPIRE STATE

Whilst every soccer game currently under development takes a realistic approach the the sport, Empire are doing things their own way! Empire Soccer, set for release in June, is a more 'arcade-action' oriented title rather than pure simulation. To get a better idea of what this actually entails, read on...

- **HUGE DETAILED SPRITES!**
- **SPECIAL POWER MOVES!**
- **ARCADE-STYLE SOCCER GAME!**

POWER MAD!

Six special-power moves are available to each team. Selected before the start of each game, players choose from such extremities as Super Barges - knocking the opposition flat for up to ten seconds - and Power Drives - shots so dazzling they go like a bullet from a gun! There's also a totally crazy Banana Shot, taking the ball through a 90 degree arc straight into the back of the goal!

(ABOVE) Bang! Power-shots are impossible to stop!

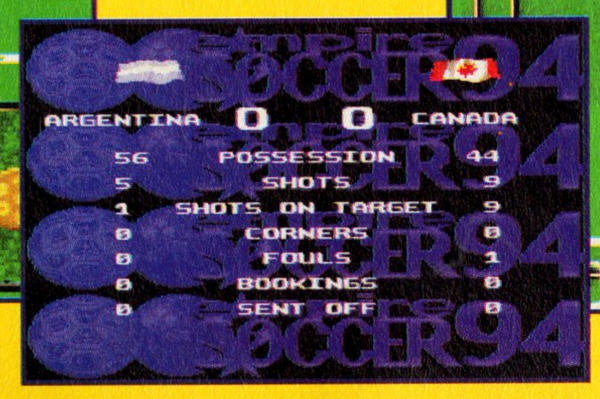
(ABOVE) Compare the size of these players to most other soccer games: they're huge!

LAND OF THE GIANTS

As you can see from the screenshots, the sprites used to convey the soccer action in Empire are huge - especially when compared to the miniatures seen in almost every other soccer game. This bold approach extends to the presentation, where huge caricatures of referees, goal-keepers and home crowds occasionally flash on screen to highlight a particularly superb goal or a dreadful foul!

SO WHAT'S THE BEST?

With so many soccer games around, you naturally want to know which is the best. Our best advice is to stay tuned to NMS, because we'll be reviewing the lot in the very near future and telling you exactly what's what!



(ABOVE) I say, referee - aren't you a bit old and fat for this kind of thing?

(ABOVE) Mmm - a biscuit! Just let me finish eating this whistle first!

SUPER NINTENDO
ENTERTAINMENT SYSTEM

I'VE CREATED A MONSTER AND I LIKE IT!

Our scientists have developed three AMAZING ways to RESURRECT your game play: the asciiPad (above), Fighter Stick (left) and Super Advantage, all for the Super NES. Unlike standard control pads, all ASCIIWARE controllers feature enough special effects to give you SUPER HUMAN STRENGTH. Features like independently adjustable Turbo-Fire, Auto-Turbo and Slow-Motion. And, they even have ergonomic styling, which is one of those fancy scientific words for "looks and feels good." Plus, since they're from ASCIIWARE™ the leader in enhanced controllers—you know they'll last a long, long time. An eternity, you might say. The asciiPad SN, Fighter Stick SN and Super Advantage, from ASCIIWARE.

LICENCIES PAR Nintendo™

IT'S HOW TO WIN.

Nintendo INTERNATIONAL LICENSED PRODUCT™

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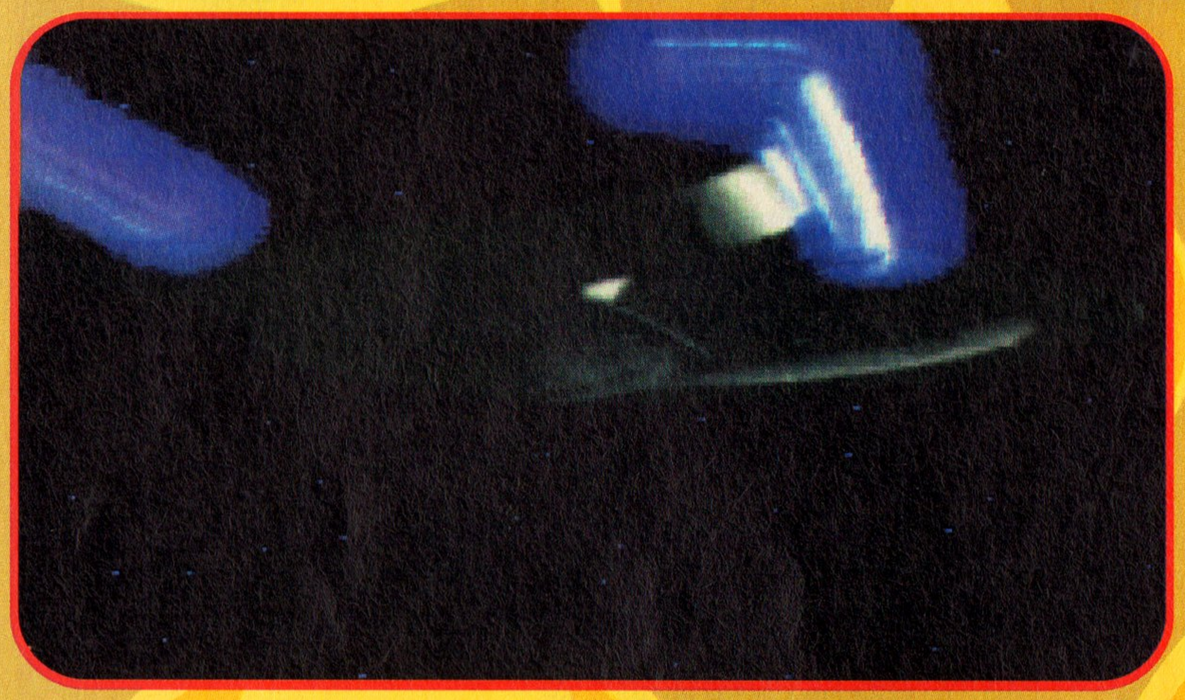
PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: MICROPROSE

LONG AWAITED TV-TIE IN
KLINGONS, ROMULANS - AND THE BORG!
A WHOLE GALAXY TO EXPLORE

Space. The Final Frontier. These are the...oh, the hell with it. After a wait that seems like ages, Microprose are preparing to unleash the officially licensed Next Generation game onto Super NES - and the best news of all is that it's looking *very* good! If you're one of those people who have seen every episode on Sky (or rented out every tape from the video shop) you'll be gagging for the details on this one. You'll want to know all the ins and outs of the game, how faithful it it to the series and, most importantly, what to expect from the cart. Well, this is the NMS Preview. It's not as if we're going to print all these screenshots and then not tell you. Read on, Trek fans, read on...



RANDOM SHMANDOM

Basically you take control of the Enterprise for this special adventure called "Futures Past" in which the good old USS E is charged with uncovering the mystery of the most powerful device in the galaxy - the legendary Derandomiser. So, you cry, what does the Derandomiser do? Simple, thicko - it derandomises. Now derandomisation is important - if you haven't got a Derandomiser when somebody else starts derandomising, well, you're bound to be in trouble...

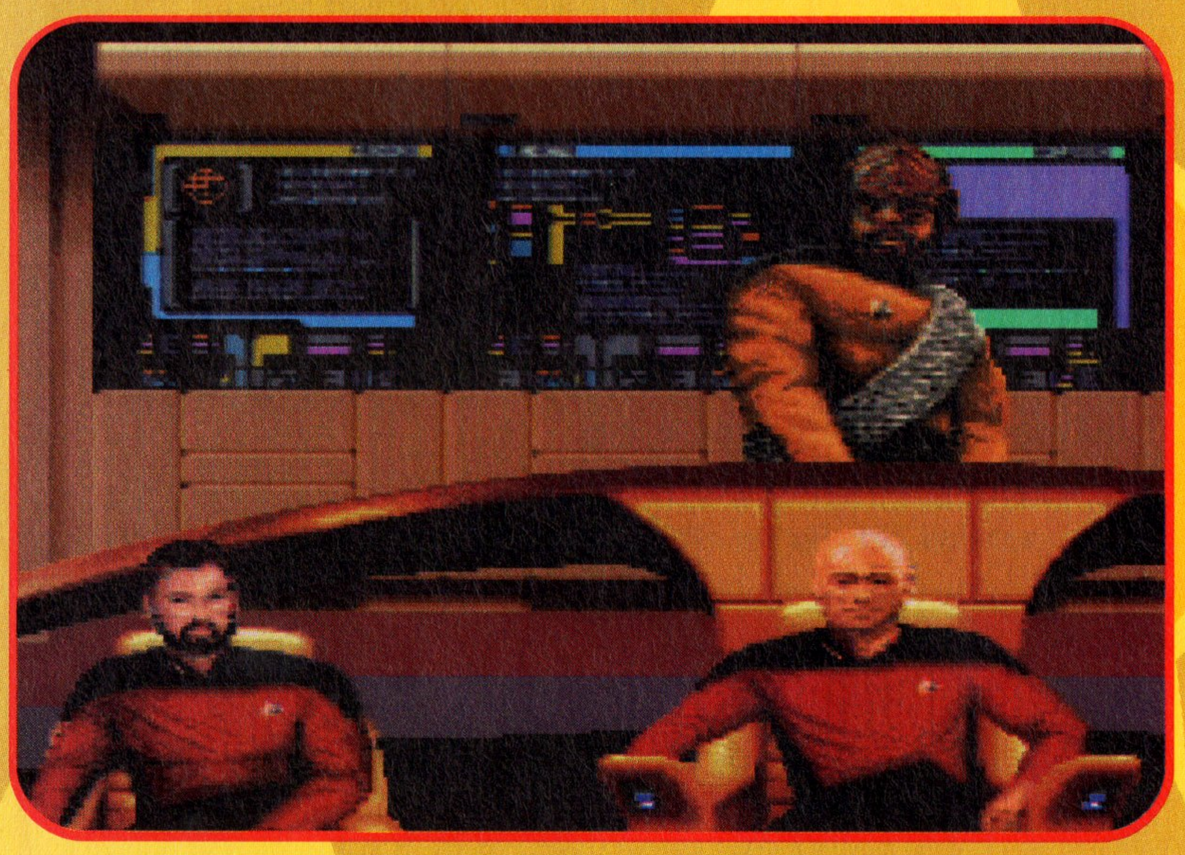
Long considered a myth, it turns out that the Derandomiser could be very, very real - which explains the sudden flurry of activity in the forbidden Neutral Zone of the galaxy. The Romulans have crossed into the zone and Starfleet reports that the mysterious alien fleet of the Chodak is also on the move. The battle lines are being drawn and the confrontation about to begin. Who will gain the Ultimate Prize? Better make sure it's you, matey...

STAR
THE NEXT G

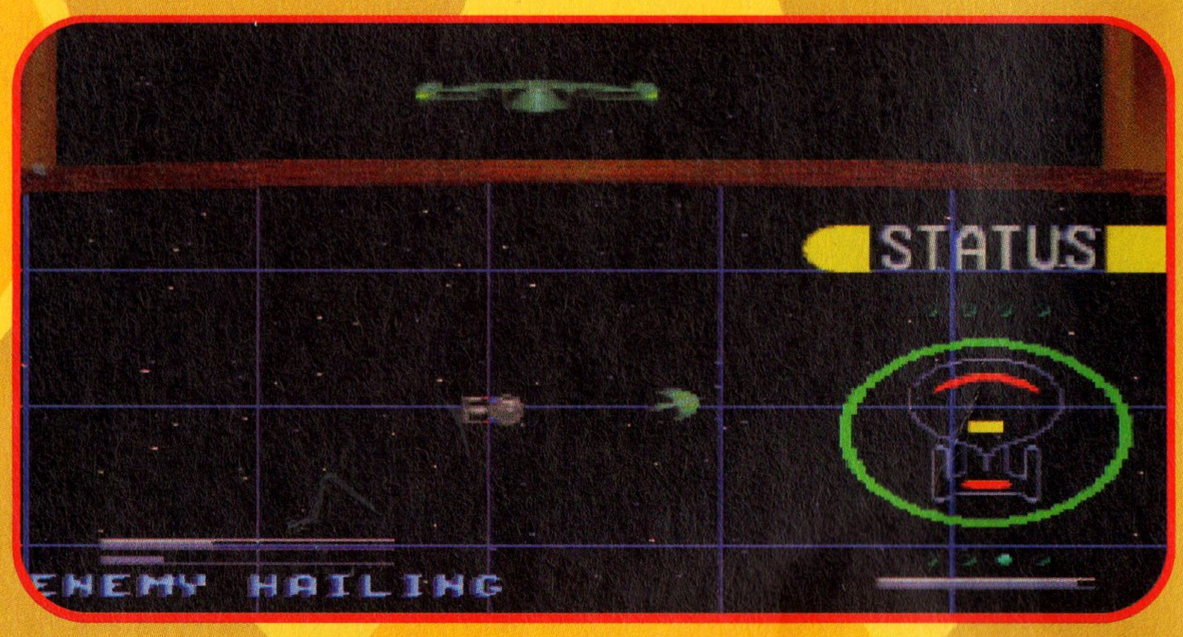
IT SERVES NO STRATEGIC
URPOSE TO HAVE THE
NTERPRISE BE DESTROYED IN
ATTLE. RATHER THAN LET
HAT HAPPEN, I HAVE PLACED
T AT THE MERCY OF OUR
VERSARIES. THE ENTIRE-
R HAS BEEN TAKEN

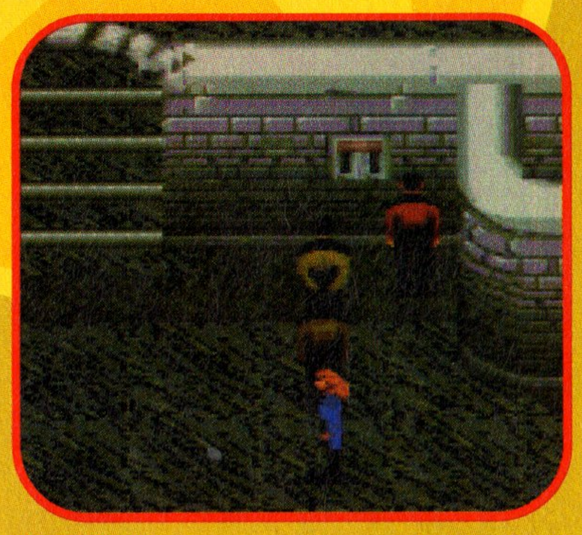
SCRAPPING IT OUT

From time to time you'll receive Starfleet messages, which give you some idea where you're headed next. En route there's always the possibility of attack, so be on your guard and prepare to scrap it out with lasers and/or photon torpedoes. Regular updates on the status of the Enterprise are available, and there's a special Combat Screen which features instant readouts of damage assessment.



(ABOVE) "Captain Picard, my shoulders appear to be sloping and my head is off to one side. Help!"





(ABOVE) "Me next. C'mon hurry up I'm bursting"

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: MICROPROSE

THE CREW'S ALL HERE

You'll no doubt be happy to hear that all the starts from Star Trek NG are in the game. But which one do you play? The short answer is all of them. You see, Microprose have been dead clever and cast you in the role of a trainee captain who must first solve the puzzles and tests set by the Arbitrator. Picard, Troi, Data etc are all on hand to help you, and you can play any or all of them. But at the end of the day all the decisions rest on your shoulders, and if the whole show goes to pot it's entirely down to you...

R TREK GENERATION

SET COURSE FOR CODIS MU VI.
DOCTOR T'LIRUS IS ONE OF THE FEDERATION'S TOP ARCHEOLOGISTS. IT SOUNDS LIKE SHE COULD BE IN REAL TROUBLE.

BORGER ME!

Not only will you find everyone from the series, but Star Trek NG includes just about every feature from the TV show. All of these are gradually revealed as you progress through the game, with the ship'0s computers giving information on alien races and places you're highly likely to come into contact with. Start the game and flick through the info screens and you'll find a tucked away file giving the latest info on the Borg. They're out there somewhere, and it's just a matter of time before you meet them...

EXCLUSIVE FIRST LOOK

CONTROL YOURSELVES!

It's virtually guaranteed that this Exclusive NMS Preview will have Trek fans slobbering onto the carpet right about now. Control yourselves and watch for the full Review, which is coming your way in a very, very short space of time. Right, time to get on with the rest of the mag. Er, Engage!

PREVIEW

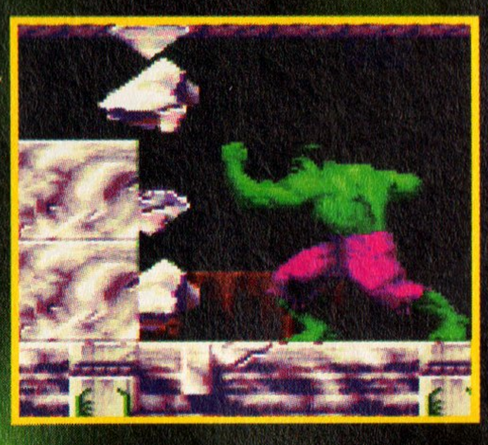
SUPER NINTENDO ENTERTAINMENT SYSTEM

BY:US GOLD

THE INCREDIBLE HULK

- WANTON
- NINE WRECKMONGO

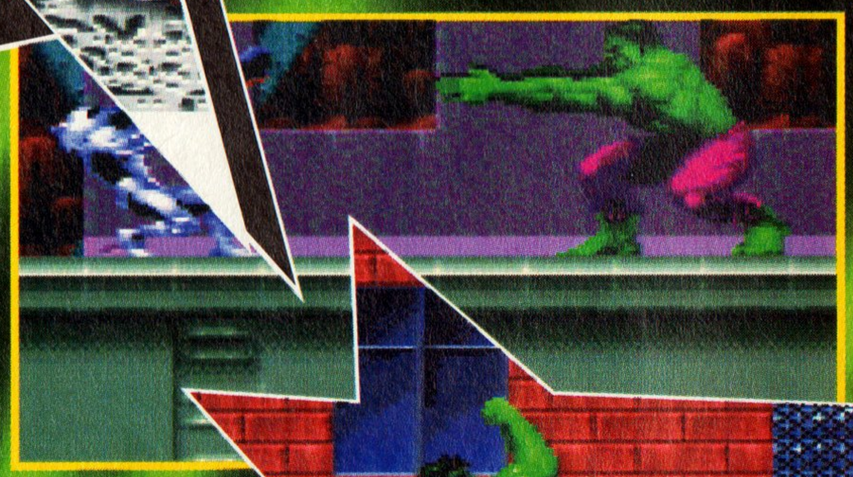
He's big. He's green. He's got a frighteningly short temper, bad breath, an atrocious haircut and his trousers don't fit properly and I'm not going to be the one to tell him to his face. But you didn't come here to hear about Gary Harrod's personal problems... you want to know about US Gold's new platform beat 'em up featuring that other notorious green-skinned monster - The Incredible Hulk. It seems that Hulk's arch enemy, the Leader, has unleashed his fearsome Robochemical army upon the helpless citizens of the Earth in an attempt at World domination. However, the Hulk is having none of this and sets about thwarting the Leader's wicked plans. And what merry chaos ensues as the Hulk does battle with the Leader's army drones, punchin' and a kickin' and a generally pickin' up bits of scenery and cloutin' people with it. The Hulk is turning out very nicely with one of the most detailed sprites we've yet seen, he also has some pretty burly special moves, as you can see from the screenshots. Join us soon for the indefatigable NMS Review, and in the meantime check this lot out...

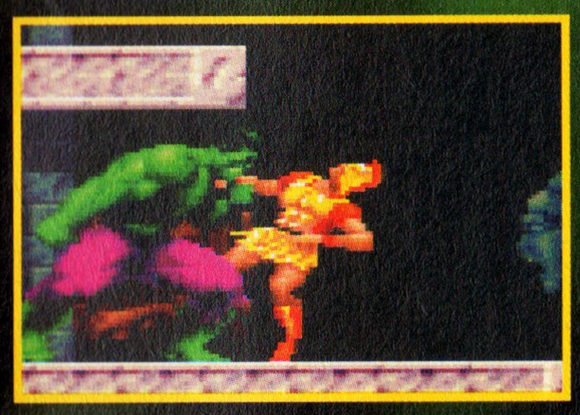


(ABOVE) Hey, this 2Unlimited record is great!!

PROTECT ME

The words "fair" and "play" are not found in Hulk's vocabulary. Then again, the only words he actually knows are "Aaarghh!" and "Nnnnghhh!" Anyway, this is amply demonstrated by his willingness to use whatever and, particularly, whoever comes to hand to use as a shield when in combat. It's particularly amusing when Hulk grabs an enemy by the throat and lets him take all the bullets whilst he marches on unhindered. He's no gent, that's for sure!





CARNAGE AND CHAOS!

ALL THE HULK

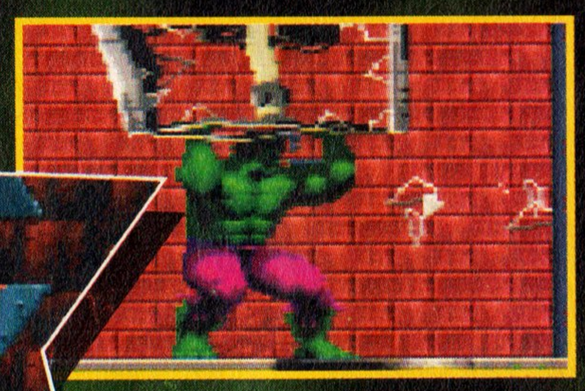
...OUS LEVELS!

PREVIEW

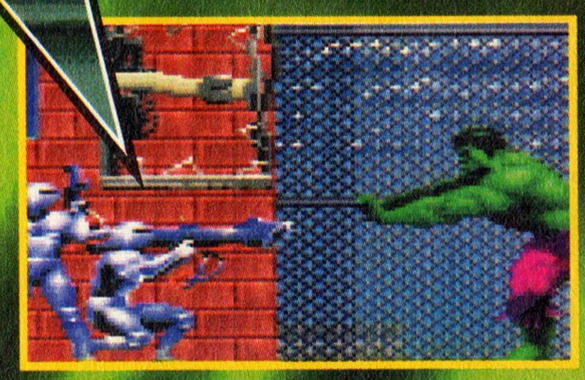
SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: US GOLD

ALL ARTWORK FOR THE INCREDIBLE HULK: TM & © 1994 MARVEL ENTERTAINMENT GROUP, INC. ALL RIGHTS RESERVED.



(ABOVE) Aargh! 999 calls only!!



(ABOVE) Hulk not like horrid telecom engineers!

SPECIAL MOVES!

STRANGE, I'VE SEEN THAT FACE BEFORE...

If you think some of the faces that the Hulk comes across are a bit familiar, you'd be correct. You see the Leader has enlisted the help of several of the Hulk's old foes - as if pitching an entire army against him wasn't enough! Enter Tyranus, Absorbing Man, The Abomination and The Rhino - and they've all bought their own armies too! Mother!

32 great sports games...

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SUPER NINTENDO ENTERTAINMENT SYSTEM

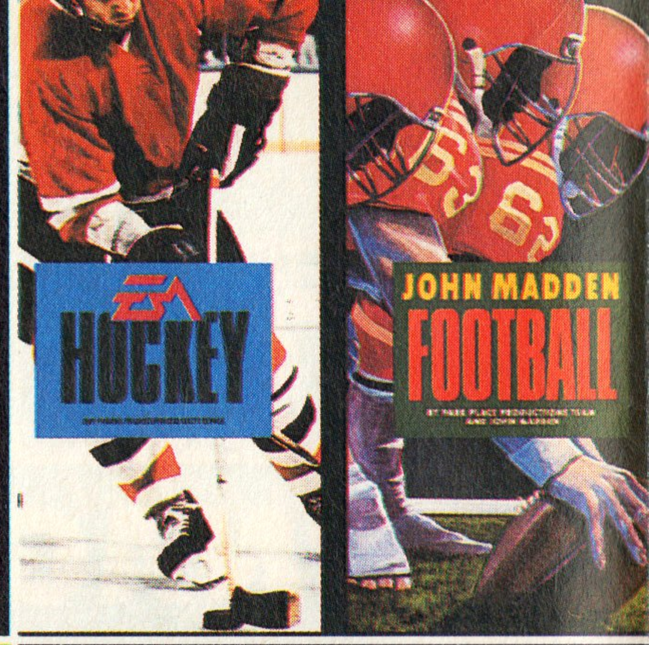
MEGA DRIVE | GAME BOY

GAME GEAR

Nintendo ENTERTAINMENT SYSTEM | Master System II

AMIGA

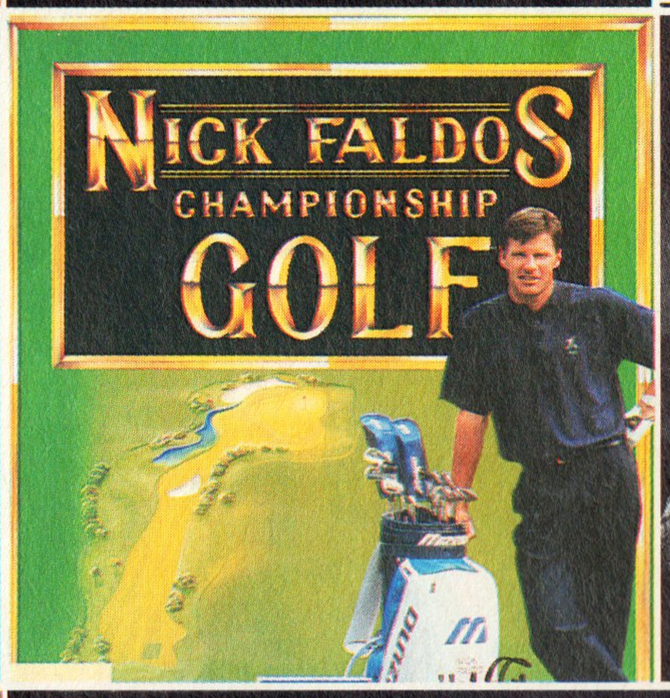
PC COMPATIBLE

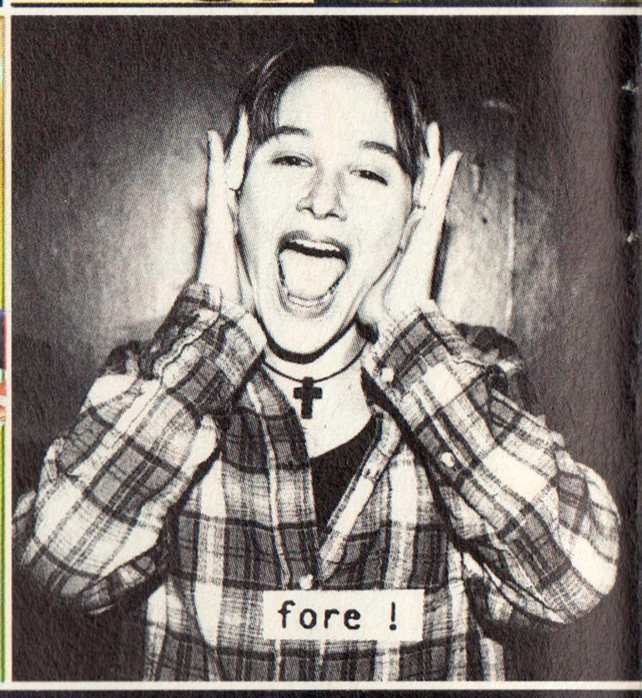


SPRING INTO SPORT

CRICKE

...with free accessories





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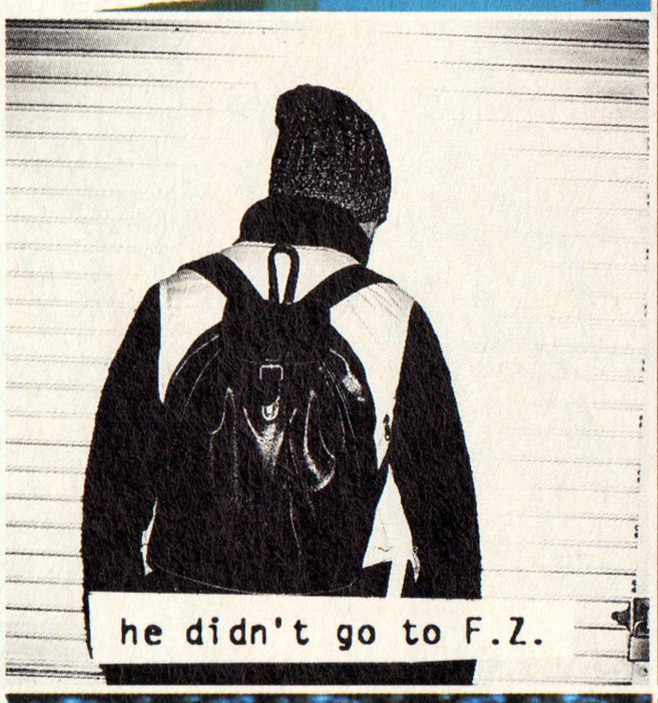
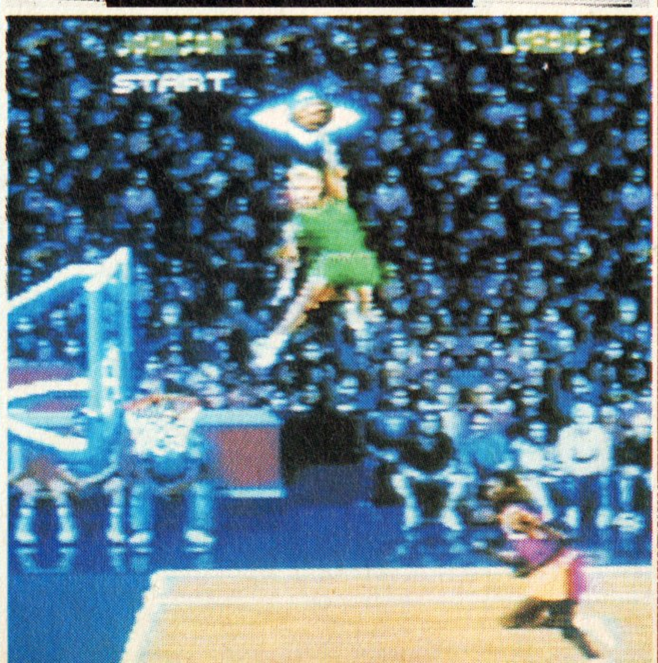
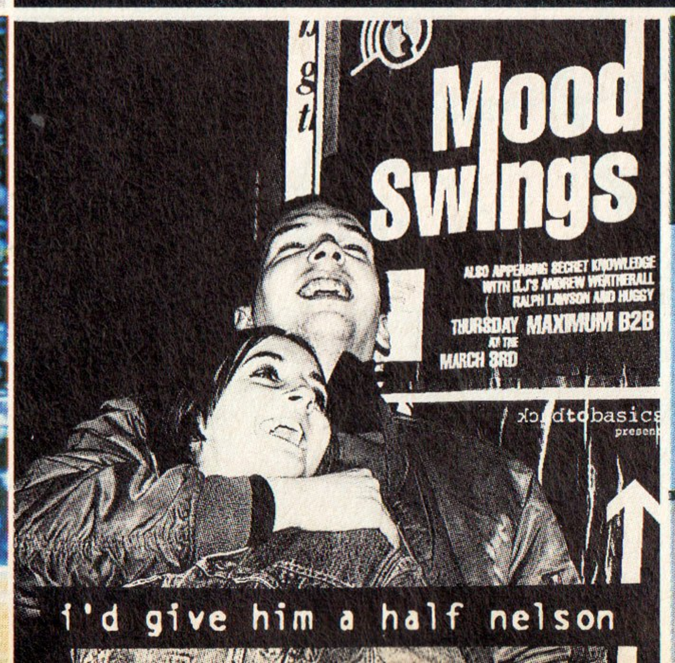
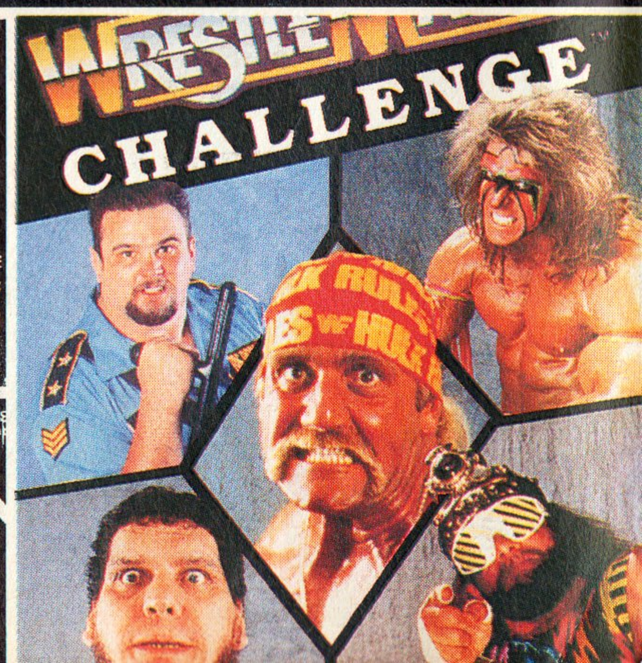


the games people play




Mood Swings
ALSO APPEARING SECRET KNOWLEDGE WITH DJ'S ANDREW WEATHERALL RALPH LAWSON AND HUGGY
THURSDAY MAXIMUM B2B
AT THE MARCH 3RD
i'd give him a half nelson



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Nintendo ENTERTAINMENT SYSTEM

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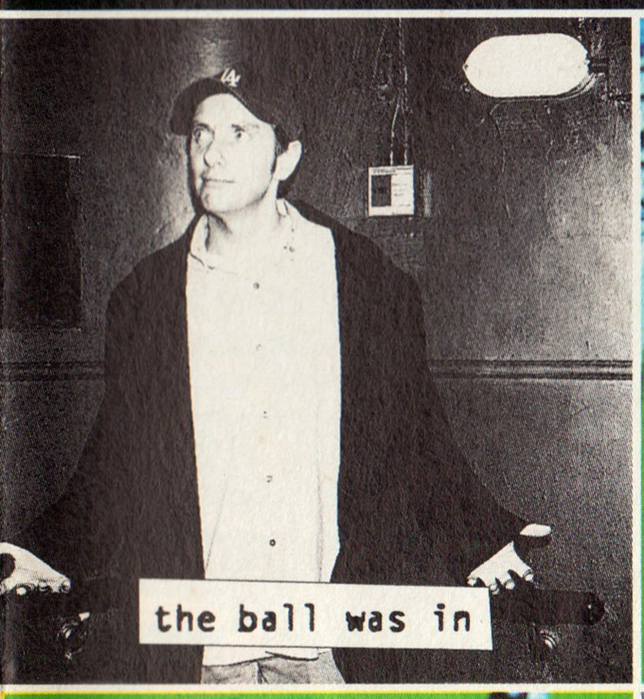

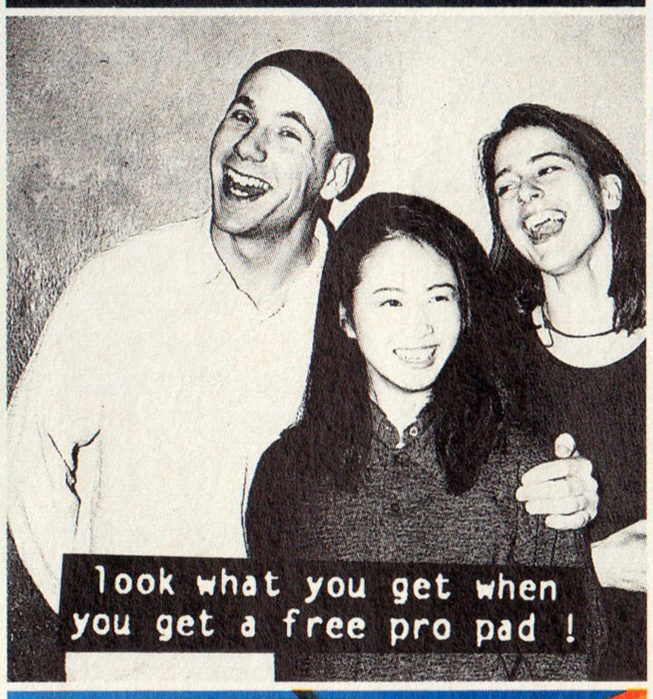

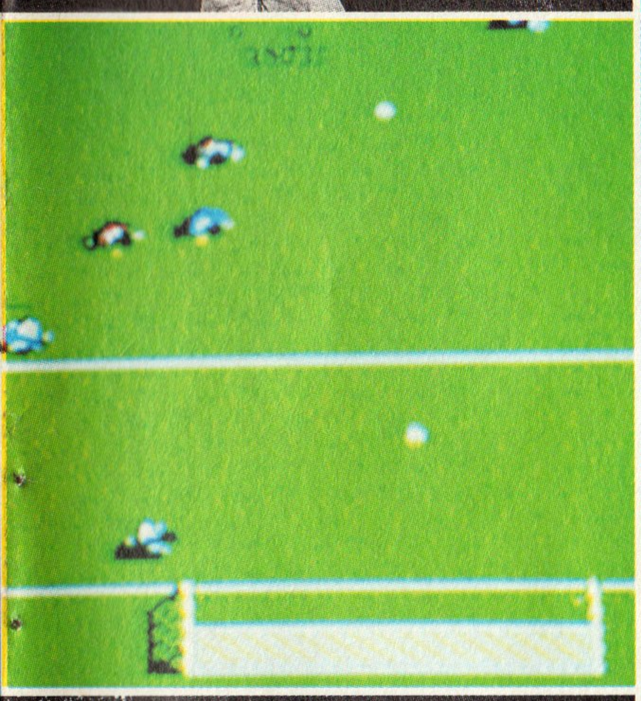

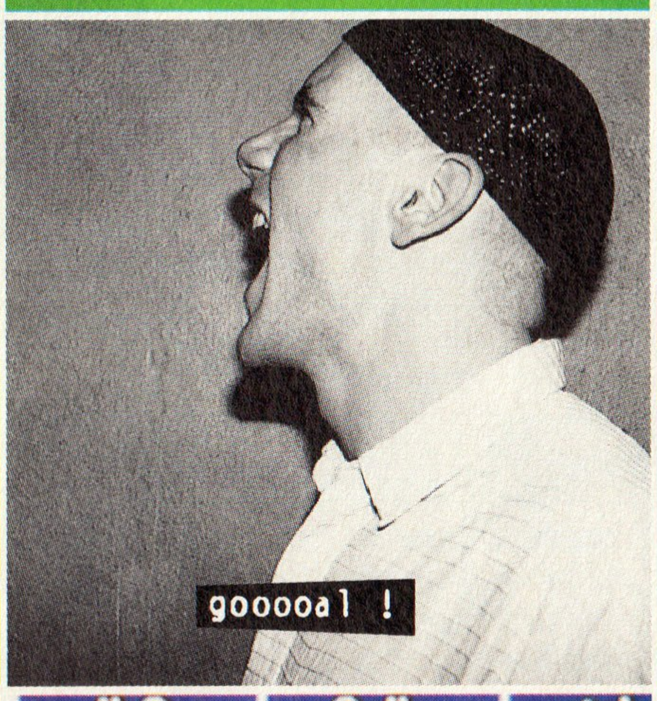

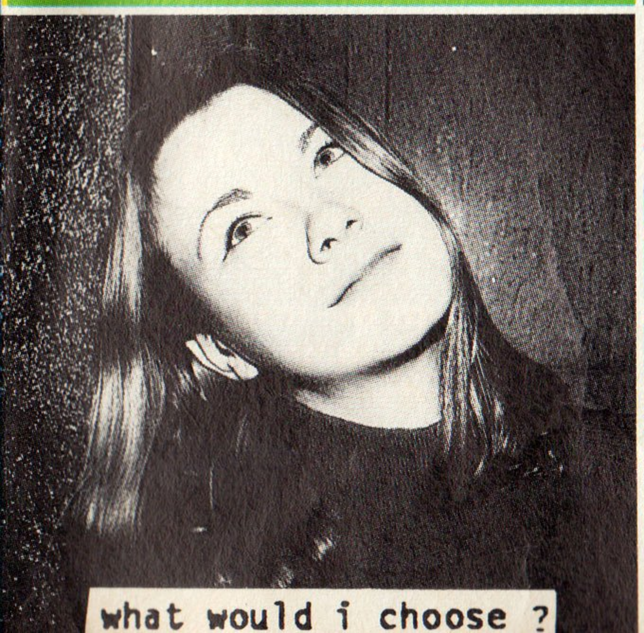

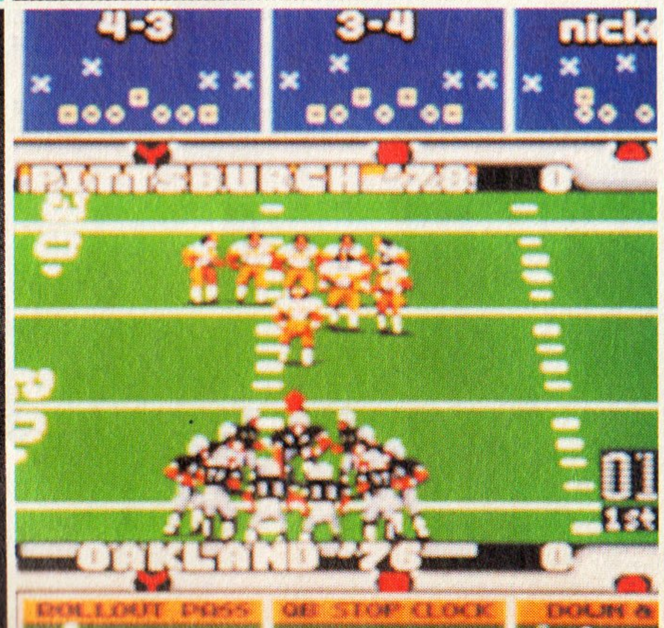

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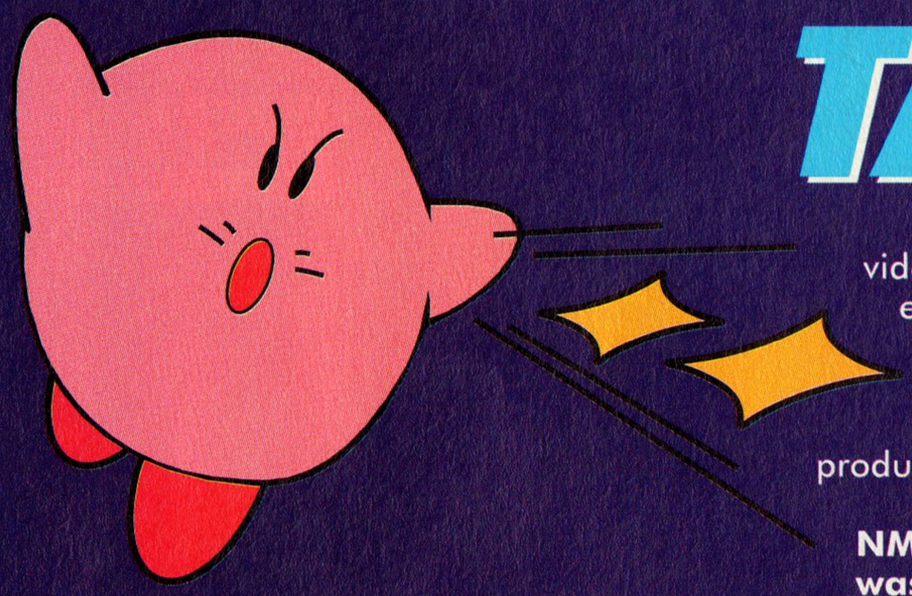
Ninterrogation®

SHIGERU MIYAMOTO TALKS TO NMS!



He's written the greatest games in the world - all the Mario games, Zelda, Kirby, even Donkey Kong and his games have sold more copies across the world than anyone, anywhere ever! His name is Shigeru Miyamoto and he's chief games guru of Nintendo. He's based in Japan and NMS decided it was time to Ninterrogate him. It's the biggest and most comprehensive interview you'll find anywhere, and it starts right here. (How do we do it - and keep on doing it?)

NMS: Mr Miyamoto, thanks for taking the time to answer these questions. We've got a lot to ask, so we'll just get straight into it. Please can you tell us a few things about yourself? What did you do prior to working for Nintendo? If you weren't a famous video-games producer, what would you most like to be? Would you still enjoy video games even if this opportunity had passed you by?

SM: I was a student at Kanazawa Art and Craft University prior to working for Nintendo. I was hoping to become a designer or promoter of toys or unique goods. If I were talented enough I would have become a cartoonist. Also I once longed to be a musician. I should think that I would enjoy video-games even if I were not a video-game producer.

NMS: What was your first idea for a video game? What inspired this?

SM: When I first saw the Western Gun and Invader, I was convinced that I could make interesting ball games with rules, such as baseball based on an accurate judging system. Also, when I saw the Invader I was inspired to make some animations.

NMS: Who or what is your favourite video game character and why?

SM: My favourite video game character is Pac Man because of its excellence in graphical expression of digital operation and accurate time judgement.<P>

NMS: How did characters such as Mario, Link and Kirby materialise?

SM: It would be summarised to our corporation among all the members of staff, willingness to improve and persevering spirit to develop our games until consumers get satisfied with the quality.

NMS: Of all your projects, past and present, which do you:
a) Enjoy the most?
b) Find the most difficult?
c) Find the most rewarding?

SM: I enjoyed the most transferring Sim City to the SNES. The very first Zelda game was the most difficult so far. I regard Super Mario as the most rewarding.

NMS: Do you afford your characters some affection or are they simply regarded as work?

SM: I am very attached to my characters. When my characters are used by some other people I can get a bit nervous and often put my nose in, but when they are drawn well I become happy.

NMS: Is there a reason for your reservation concerning more serious video-game characters? Would you ever consider producing a fighting game, for example?

SM: I have before co-produced a game called 'Punchout' for the purpose of arcade use with other Nintendo producers.

NMS: On the same note, what is your view on fighting games?

SM: I can be persuaded if certain violence scenes are essential as part of the game scenario, but pure violence and killing must not be the only target of the game.

NMS: Do you have a special personal project that you are not necessarily producing for Nintendo, rather you are doing it to satisfy your own creative needs? Have you thought about producing the ultimate video game? If so, what would this be?

SM: I haven't thought of undertaking any personal projects, but I do have hobbies and like especially playing softball, swimming and skiing. I am also a keen player of the guitar and piano, although I'm not particularly good at the piano yet. I do not believe there is an end to producing video games so I have no plans to produce the ultimate video game. I will go with the trends in game production.

NMS: What is your favourite game of all time and why?

SM: My favourite games are Super Mario and Donkey Kong. Those two games allowed me to widen the new possibilities and opportunities as a producer.

(The following questions were asked by Nintendo on our behalf, mainly on the Zelda theme. Here's the info...)

NMS: Where did the inspiration for Zelda come from?

SM: Zelda's main theme is adventure. My wishes to "wander an artificial maze" and "to simulate the process of getting tougher through experience" inspired my childhood dream of adventure which has been reflected in the Mediaeval worlds of sword and magic.

NMS: Did you envisage Zelda as more than one game from the start?

SM: It was almost at the same time when I developed the Link Adventure.

NMS: What was the inspiration behind the names of the characters and places?

SM: With one staff as the central figure, we co-produced with all

the members of staff by changing and compounding various nouns to suit characters images. For example, Link comes from computer vocabulary and it basically means the person who unites pieces of tri-force.

NMS: Is Zelda based on any particular mythology or country?

SM: No. It is based upon the imaginary country called Hyrul where fairies live. The environment is my home town or places I've hiked in the past.

NMS: Is Link based on a particular person?

SM: Again, no.

NMS: What is the background to Princess Zelda?

SM: The princess in the Hyrul Kingdom inherits successively the name Zelda.

NMS: How did Link become the character we all know today?

SM: Link was made for the first Zelda Legend by me and Mr Tezuka, Design Assistant Producer. For the second Zelda it appeared as a hero of the action game. The third one is the current Link of SNES.

NMS: Are you currently working on a further Zelda adventure? Is it planned for Project Reality?

SM: It may be...you'd better wait and see.

NMS: The Zelda series seems to be based around the Mediaeval period. Is it likely that Link could travel to different historical times (like the Stone Age or the Renaissance) in future games?

SM: It is a good idea. At the beginning we were tempted to make the true character of Triforce ultra modern material, such as a floppy disk in the future.

NMS: Where do you see the Zelda series going from here?

SM: I personally would like to see it developed to a series of new adventures with various new systems.

NMS: We know that Zelda has been very successful, particularly in Japan. Do you think this is to do with the Japanese culture?

SM: Yes it is very popular in Japan and it may be something to do with the culture. Especially it is very popular to the people who play a lot of games whereas Mario is even well known to people who do not play games.

NMS: We see that Zelda has already been licensed to PC. Is it likely to be licensed to newer hardware formats such as 3DO, Sony PSX?

SM: I personally haven't thought about it at all.<P>

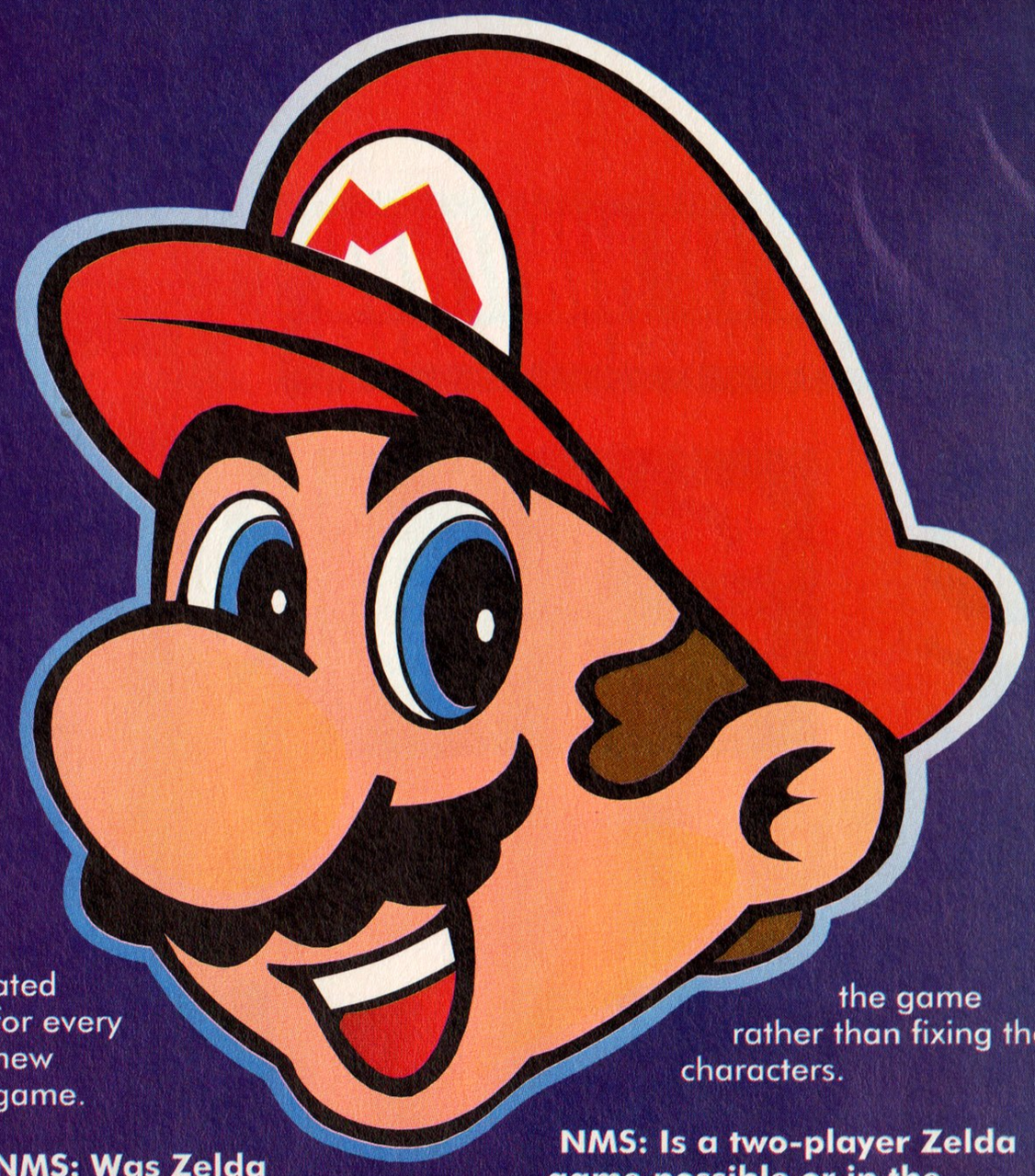
NMS: In your view, do the Zelda characters have a personality and is this what inspires their further development?
SM: I leave everything to the lapse of time.

NMS: How long does it take to come up with a fully developed character from initial conception?

SM: A full year for experimentation and 1 to 2 years for production, 2 to 3 years in total.

NMS: Were the Zelda characters personalities already developed when the first game was introduced or have they developed as new games were made?

SM: The general plot and things that appear in the game get materialised first and then each character is recreated for every new game.



NMS: Was Zelda entirely developed by yourself, or was a Japanese developer like HAL involved?

SM: Various producers at NCL and I co-produced Zelda.

NMS: Would you say that Zelda's success was partly based on the fact that it was first introduced on NES before the "hardware war" began, and fans have been able to follow it through onto newer developed hardware? Would you have more moderate predictions of Zelda's success if it was now only introduced on the SNES amongst fierce hardware competition?

SM: I agree. If Zelda NES version did not exist, we could not have produced the Zelda SNES version from scratch.

NMS: Are there any personal details for the Zelda characters - Link, Princess Zelda etc.? (ie. likes and dislikes).

SM: No.

NMS: Are there any plans to introduce new characters to the Zelda series? Are you currently working on some?

SM: New characters are bound to appear in Zelda in the future. Interesting subject matters are composed first and then characters start taking shape. The main point is how amusing or interesting the game would be. Action, movements and performance comes first as the spinal idea of the game rather than fixing the characters.

NMS: Is a two-player Zelda game possible or in the pipeline?

SM: We tried before but we came to the conclusion that it was likely to be played alone.

NMS: How long did it take to create the first Zelda game on SNES, NES and Game Boy?

SM: The NES version took one year, the Game Boy version one and a half years and the Super NES version two and a half years.

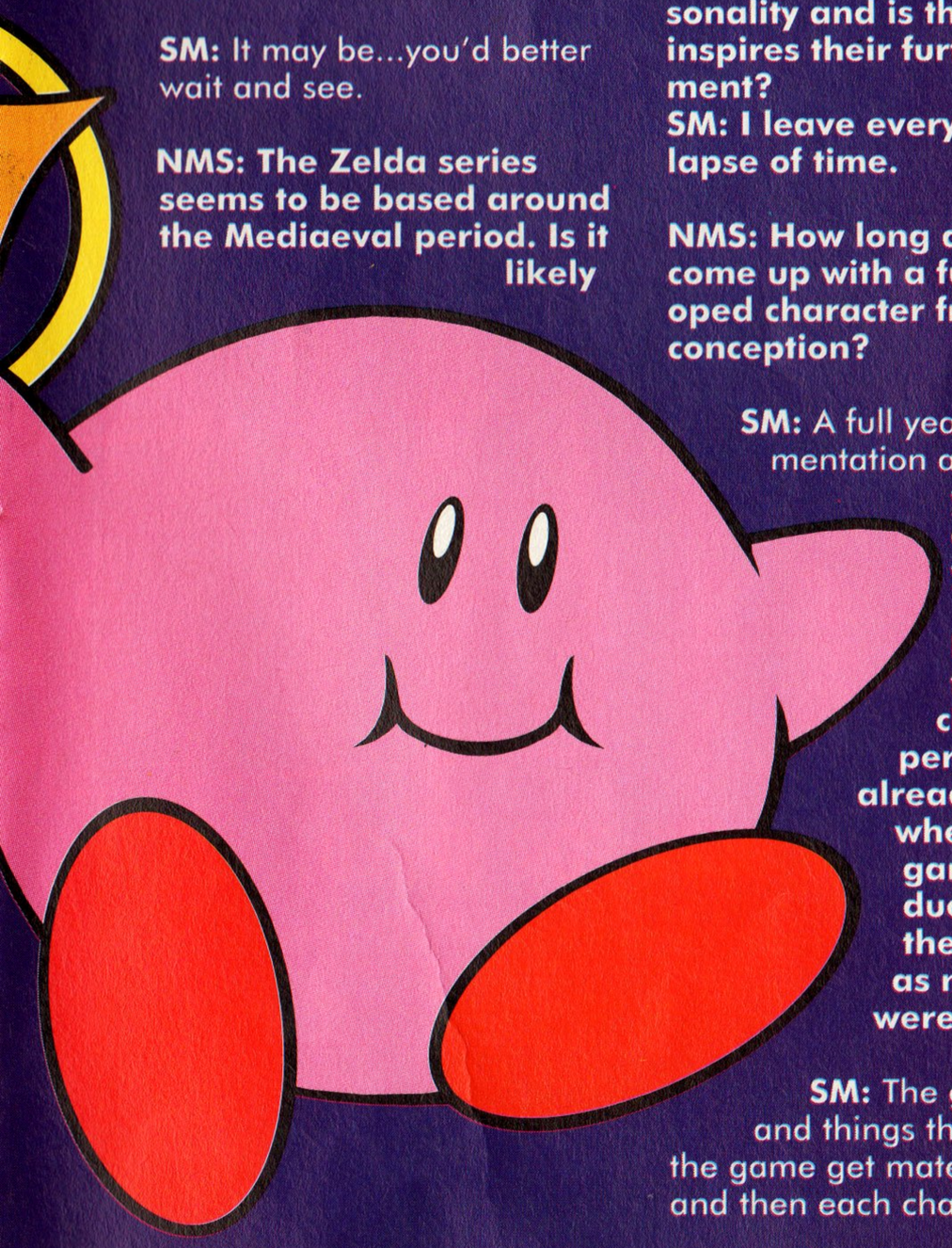
NMS: Is it likely that Link will move away from the RPG onto platform games and shoot em ups?

SM: The fundamental development of the game is action and solving a puzzle. Therefore I would not expect it to become a shooting game.

NMS: Why is the currency in the land of Hyrul Indian? There seems to be some quite significant ethnic influences.

SM: I liked the sound of Rupee although I wasn't thinking particularly about India. How about Lira then?

And there you have it - the Ninterrogation strikes again! Watch out for more Ninterrogated victims soon, only in NMS!



REVIEW

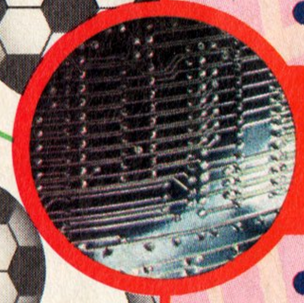
SUPER NINTENDO® ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** IMAGINEER
- **PRICE:** TBA
- **RELEASE:** APRIL
- **GAME TYPE:** SPORTS
- **CART SIZE:** 8 MEG

FEATURES

- **PLAYERS:** One/two
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** N/A
- **OPTIONS:** Stacks of them!



GAME INFO

- **GAME ORIGIN:** Sequel to the legendary Kick Off 2.
- **GAME DIFFICULTY:** Moderate
- **1ST DAY SCORE:** Beat Anco United
- **ALTERNATIVES:** World Cup USA '94, FIFA Soccer

CONTROLS

- **CONTROL:** JOYPAD
- **RESPONSIVENESS:** GOOD

X	PUSH ON	A	PASS/TACKLE
Y	CHIP	B	SHOOT/ TACKLE
L/R	L: NO FUNCTION R: NO FUNCTION		
S	START: STARTS/PAUSES - OPTIONS SELECT: SWEET FA		

World Exclusive®

Long ago, way back in the mists of time, one soccer game stood head and shoulders above the crowd. The only game which managed to capture the speed and excitement of real football. Avid players were glued to their tellies across the land, and magazines ran Golden Goal competitions to discover the finest netbusters in the land. The imitations came and went, but nothing could manage to match the sheer exhilaration of Kick Off 2. For years the game reigned supreme, with Sensible Soccer the only serious contender to the crown. Since that day players have dreamed of Kick Off 3 - could it possibly be better than the original game? Rumours filled the mags, but only now has the game come to light - on the Super NES. Now the question everyone wants answered is this: is Kick Off 3 the king of the soccer games? Read on and find out...

COMMENT

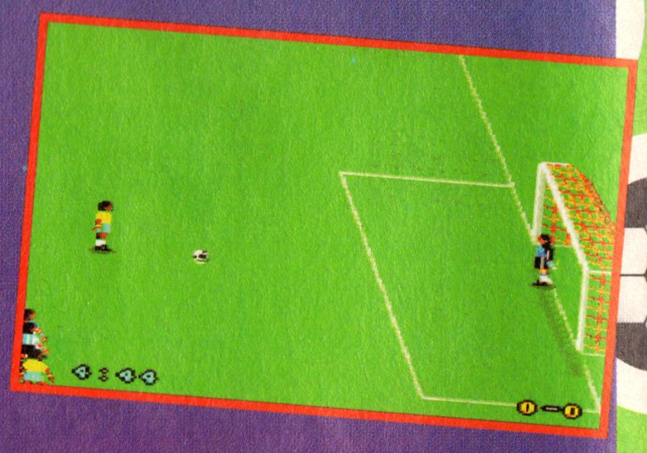
PAUL

Kick Off 3 has everything plus extras, whilst still retaining the classic game play. Computer-controlled teams are all very intelligent, using everything within their power to better all comers. Also, of course, two players are provided with everything they can handle to make their chosen team work wonders. However, serious competition is now screaming from the touchline in the hope of possible substitution. And it isn't just in terms of presentation Kick Off 3 has cause to worry: there's the question of quality game play too. It is a very hard decision to make. At least with Kick Off, players know there are no faults awaiting somebody's unfortunate discovery. With the others this luxury isn't so certain. Even so the supremacy Kick Off has enjoyed for so long is finally under some suspicion...

(ABOVE) Mu-um! He stole my ball!

POINTS OF VIEW

First thing you'll notice about Kick Off 3 is the view - the programmers have dropped the traditional top-down viewpoint in favour of a side-on perspective, which means the game plays horizontally. Thirty-two international teams compete for the world cup, and each has its own unique playing style - based on research into the tactics used by the actual teams! For example, when playing England the keeper will always kick the ball out and at



THE NEED FOR SPEED

A key ingredient of Kick Off 3 is the speed of the game. It certainly doesn't hang about! Luckily the game is fairly simple to pick up and play, but there's massive scope to improve your performance - particularly in two-player mode. Buttons available include pass, shoot and chip, and there's all the usual after-touch technique to bring off such satisfying sights as banana shots and enormous high crosses.

KICK OFF 3

YELLING YOUR ORDERS

Tactics play a very important part in Kick Off 3 - so important, in fact, that you can stop the game at any time and yell at your team! Hit the Start button and a menu of options comes up, which can be used to alter your team's style of play. This is well handy if your boys need a bit of on-the-spot coaching. If you want the lads to play a more attacking game you can tell them to Push Forward, or bark out the order to Stay Tight. Provided you've given the right instructions your lads will do their best, so it's your fault if you've handled the management wrong and get walked over!

PRACTICE MAKES PERFECT

Practice Mode is absolutely essential if you want to become a master!

There are quite a few Practice Modes on offer, but far and away the most useful is the Practice Cross option. This mode is so much fun it's a mini game in itself! A computer controlled player will cross the ball and your objective is to score from that cross. You're given 25 chances and the object is to score as many times as possible. Get 25 scores from 25 and you are indeed a world class player!

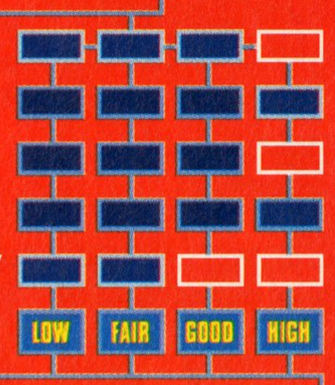
COMMENT

After surviving in a wilderness of really good soccer games, all of a sudden we're overrun with them! Sensible Soccer is already out there, while FIFA and World Cup USA '94 are both on the way. One game they all have to beat is Kick Off 3, because it's been written by soccer fans *for* soccer fans. Kick Off 3 plays like a dream and it's very faithful to the sport. In many ways this game *is* football! It has all the excitement of real soccer, right down to the occasional quirks which made Kick Off 2 so good. Where it falls down a tad, though, is in the graphics and sound departments. The animations could have been better - I know there are 2000 frames but it could have been a little more fluent. The effects are fine but the crowd effects in both FIFA and World Cup are quite significantly better. Playability more than makes up for these drawbacks, though. Against the computer you'll have a good laugh - even though its not as tough an opponent as Kick Off 2 - but two player is where you'll get your chance to perfect your skills and play at the very highest level. If it weren't for the looming presence of FIFA and World Cup, I'd label Kick Off 3 an Absolute Must-Buy. Instead it gets a thorough recommendation from me.

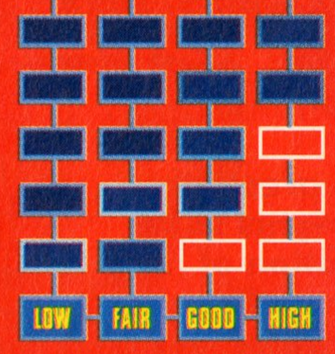
TIM

RATINGS

BREAKDOWN



LONG-TERM INTEREST



PRESENTATION — 87

▲ It's all very simply laid out and fairly easy to get into

▼ It's easy to make mistakes setting things up, and you have to start again

GRAPHICS — 85

▲ Nicely animated sprites with some neat animation

▼ But no real surprises

SOUND — 84

▲ The obligatory "soccer score" and some decent crowd noise

▼ Not enough decent crowd noise

PLAYABILITY — 93

▲ Superb. Easy to learn but very hard to master

▼ You'll be playing this one for years!

LASTABILITY — 92

▲ Written by soccer fans for soccer fans, you'll probably be playing this as long as you play the real thing!

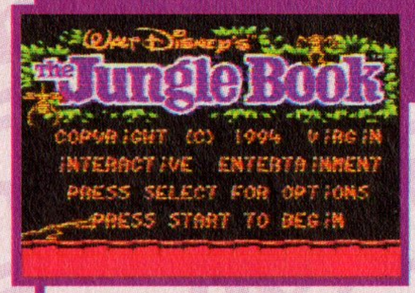
OVERALL — 91

A thoroughly excellent soccer sim which is only let down in the graphics and sound departments.

REVIEW

Nintendo ENTERTAINMENT SYSTEM

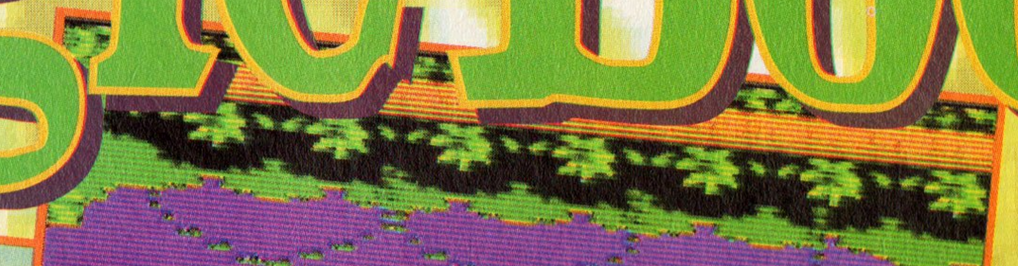
It's uncanny how close an upbringing Gary Harrod shared to Mowgli. Gary often tells the rest of us stories of how he was raised deep in the English countryside by sheep. Occasionally, traits from this unusual background show themselves. On a certain date in every spring Gary gets out his electric razor and shaves all over. Often he returns from lunch with grass stains around his mouth...and the things he can do with mint sauce!



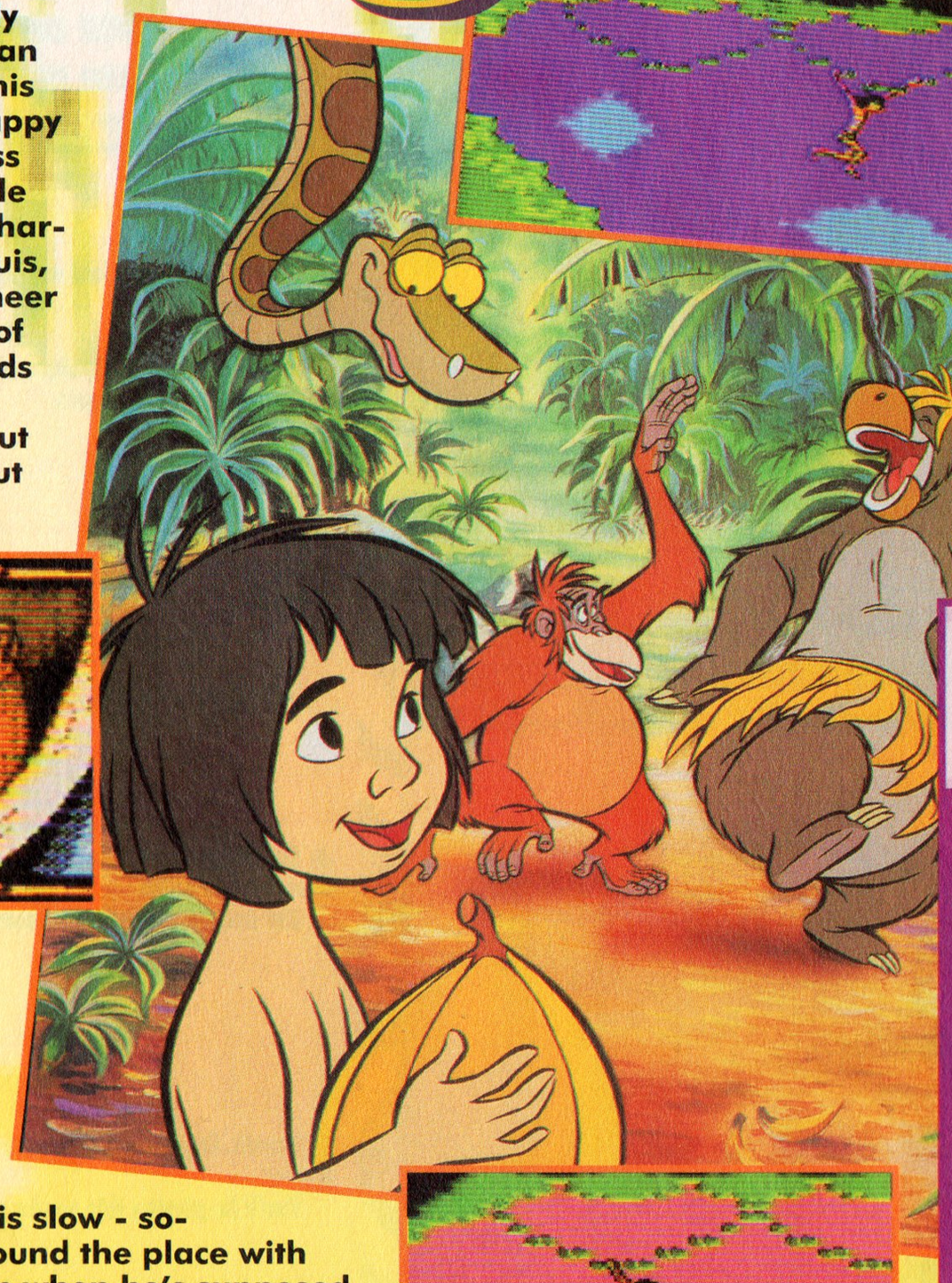
CART SPEC

- BY: VIRGIN
- PRICE: TBA
- RELEASE: MAY
- GAME TYPE: PLATFORM
- CART SIZE: 4 MEG

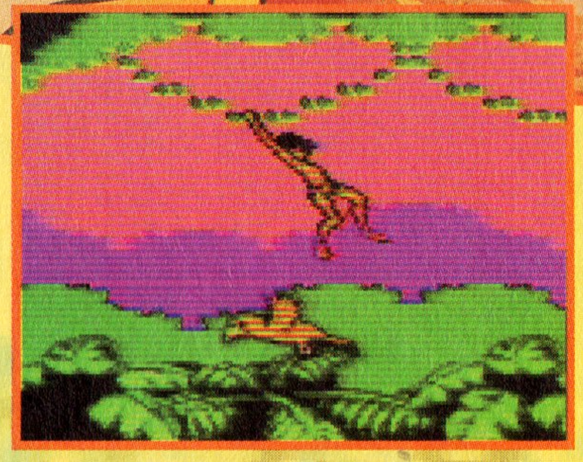
The Jungle Book



While Gary is presently negotiating the rights to an animated adaptation of his adventures, we're still happy to settle for the rather less perverse tale of the Jungle Book. All of the famous characters are there. King Louis, Bagheera and the evil Sheer Khan. The ultimate aim, of course, is that Mowgli finds his way back to his homosapien homeland but his journey is anything but simple.



For an NES game Jungle Book looks quite decent. The graphics, despite their retina-scorching brightness, are well drawn and particularly nicely animated. However Mowgli is slow - so-oo sl-oow. He ambles around the place with no sense of urgency, even when he's supposed to be running and responds just a bit too sluggishly for his own good. Then there are other problems like taking blind leaps that usually result in contact with some deadly foe or - ARRRGH - floating past or through platforms or vines. I also found having to go over the same ground again and again in search of the gems necessary to complete a level a bit of a chore, although that's not really grounds for a groan. In it's favour there are plenty of weapons and power-ups to collect, the bosses are tough - although that's more often to do with Mowgli's slowness, the levels are all sufficiently different to sustain interest and once you get used to the control - and you'll need patience - it's not actually all that bad at all. Time to wheel out that pensioned-off cliché - try before you buy.



RATINGS

PRESENTATION — 80

▲ Some nice enough static screens...

▼ ... In colours that blind at fifty paces.

GRAPHICS — 80

▲ Some great animation on the all sprites...

▼ ...in colours that blind at fifty paces.

SOUND — 68

▲ All the great tunes are there...

▼ ...Played by banjo-plucking zombies

PLAYABILITY — 78

▲ Jumpin' 'n swingin would be fun...

▼ ...If Mowgli wasn't so slow.

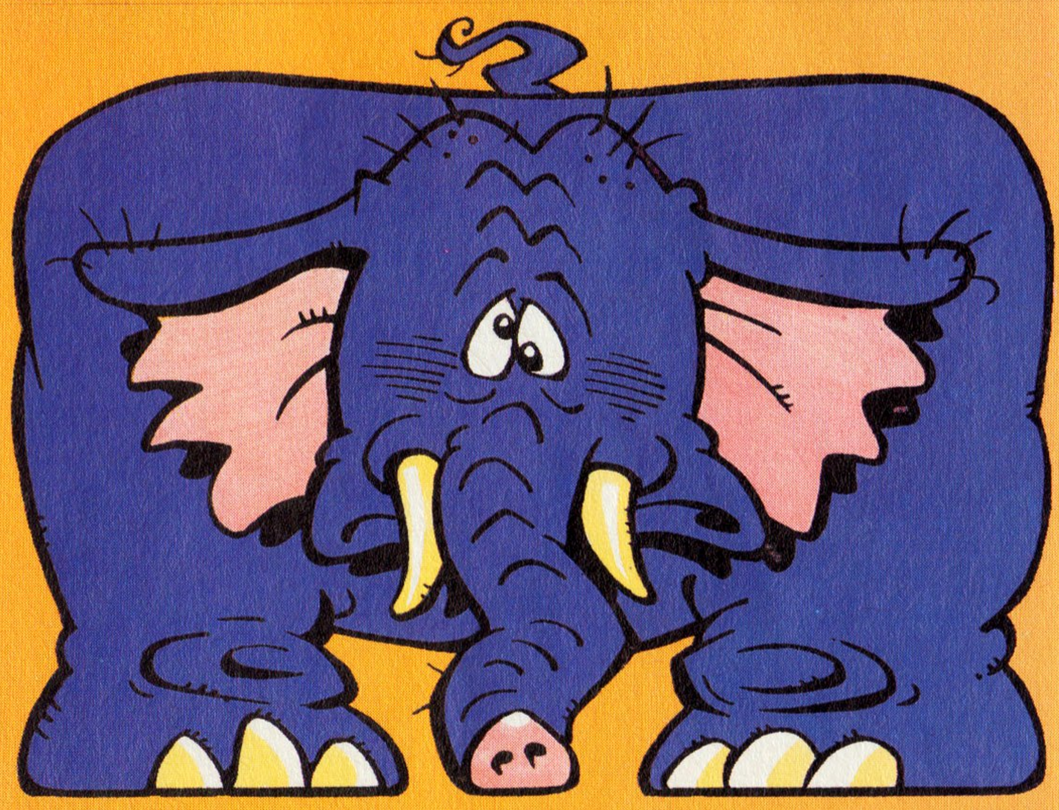
LASTABILITY — 75

▲ Lots of levels. Plenty to explore.

▼ You'll soon finish it with the continues.

OVERALL — 77

Not quite a swinging affair due to annoying gameplay flaws, still worth a look, though.



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Acclaim

IN ASSOCIATION WITH

Argos

THE RYAN GIGGS ARGOS CHALLENGE

You may feel that there are more football games currently being released ,than bookings collected by Eric Cantana,and you'd be right. Nevertheless with Manchester United odds on favourite to take the unique treble of domestic honours, Acclaim Entertainment are entering the fray with "Champions World Class Soccer" by Ryan Giggs, programmed by 'Park Place' who have been responsible for the hugely successful Madden series of American Football games.

At first glance it may appear to be slightly complex ,as precise plays and special kicks require above average gaming skill but persistence will pay off, so don't give up because once you've picked up the moves, the real football starts!

You have the choice of being one of 32 International teams including Germany , Brazil ,Argentina, Italy and of course England, Scotland and Wales.

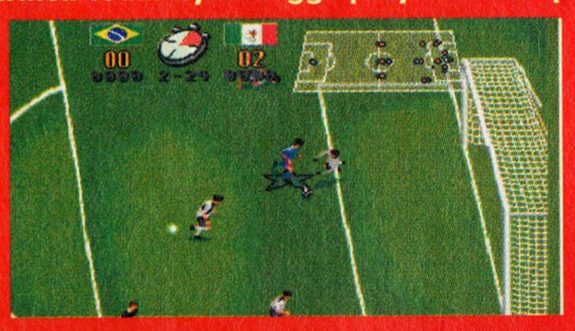
Off-sides, fouls, bookings, sending offs and choice of team formation are some of the special functions at your disposal.

The auto goal keeper function even allows you to do a Bruce Grobellar and make a marauding run down the pitch much to the dismay of your team mates. There is also a range of all action special moves including flying headers, volleys and spectacular bicycle kicks activated from all around the pitch, not just your opponents penalty area.

On the SNES there are the added features of an Instant Replay Mode and a move-of-the-match sequence which at the end of each half replays the "Match Highlight" , which in the case of Austria vs Japan is likely to be the coin toss.

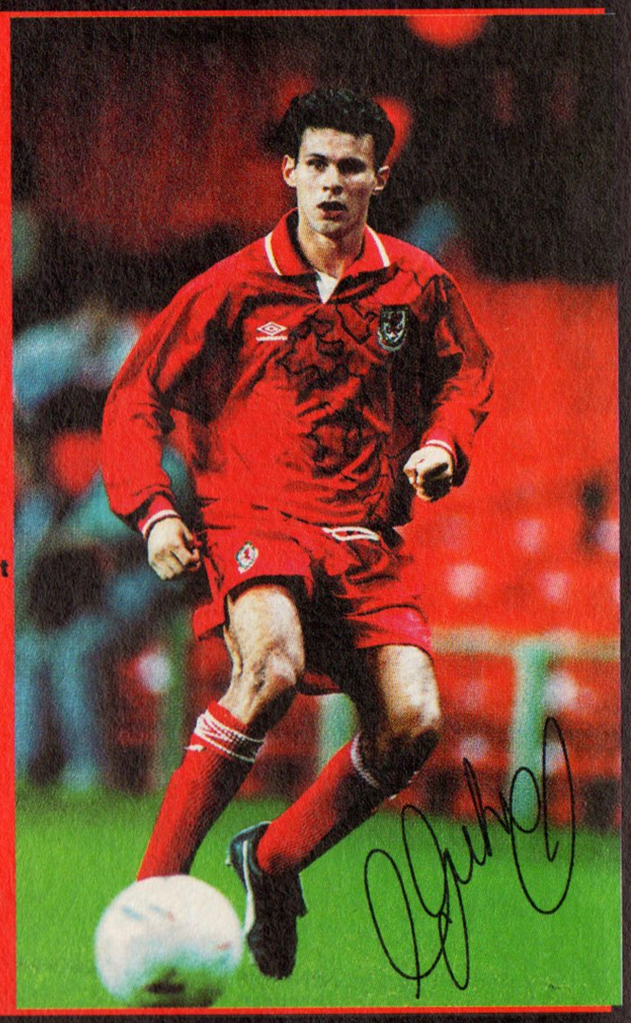
Champions World Class Soccer by Ryan Giggs is released on the SNES and Megadrive on May 13th by the company that brought you Mortal Kombat and NBA Jam.

So if you want to train with the hottest property in football, and beat him at his own game in a games challenge - tell us which team Ryan Giggs plays for and put your answer in the entry box below.



Acclaim

SUPER NINTENDO ENTERTAINMENT SYSTEM



- Imagine walking into any one of **Argos's** 36 Superstores with a catalogue so stuffed with goodies it'll blow you away !
- Imagine having £1500 to fritter away on prizes of your choice from the **Argos** catalogue !
- Ever wondered what Sonic would sound like on a massive screen NiCAM Digital Stereo TV ?
- Or marvelled at your mates seriously powerful PC?
- Alternatively perhaps you have simply dreamed about having a games collection to end all games collections?
- This month in the **Argos** Ryan Giggs challenge your dreams may come true .

Well stop daydreaming and wake up to the reality of winning the £1500 cash dash. All you have to do is hot foot it down to your local **Argos** store, marvel at the massive range of hardware on offer, flick through the sumptuous catalogue and pick out the Argos **catalogue number** for a Megadrive 2. Put the catalogue number in the box below along with the answer to question 1 and send it off to us at the address shown ASAP.

Argos have over 160 Software titles, Including latest releases like Sonic 3, NBA Jam and Ryan Giggs " Champions World Class Soccer" (Out On 11th May).

Argos

How to Enter

- Put the answer to the two questions on the voucher on the right
- Post it to us at Argos Ryan Giggs Comp., Emap Images, Priory Court, 30-32 Farringdon Lane,London. EC1R 3AU.
- Entries must be in by 15th May
- Winners will be notified by post
- No correspondence will be entered into.
- Travel to and from Manchester United will be paid for
- Winners under 16 must be accompanied by an adult.

Employees,friends,family, dogs, window cleaners and other relations of Emap, Argos or Acclaim are not allowed to enter

ENTRY FORM

QUESTION 1: WHAT TEAM DOES RYAN GIGGS PLAY FOR?

ANSWER 1 .....

QUESTION 2 :IN THE ARGOS CATALOGUE WHAT IS THE CAT NO.OF A SEGA MEGA DRIVE 2?

ANSWER 2 .....

NAME .....

ADDRESS .....

.....

TELEPHONE NO.....AGE.....

NHS

To 'tip-off' here's how to almost double the speed at which the game plays. After selecting the teams, at the 'Tonight's Match-Up' screen tap either A, B, X or Y thirteen times then press and hold buttons B and X simultaneously until the Tip-Off. The word 'Juice' flashes on screen to indicate the cheat has worked. Fasten your Hi-Tops for the ride of your life!

Now turn to page 54 for the ultimate NBA Jam Player's guide: The single, most incredible insight into the minds of the game's most authorative, basketball tacticians - NMS!

HYPER TURBO SPEED UP!!

NBA JAM

SUPER NES ★ ★ ★ ★

NBA JAM

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

NHS SMALL TIPS

CHECK THIS OUT! Proof of NMS' totally cred readership is witnessed with this incredible NBA Jam Rim-Shaker! Paul Shotten from Stoke-on-Trent not only plays the game, but knows of some incredibly cool cheats too and here they all are! NMS knows NBA Jam is one of the closest coin-op conversions since Smash TV, but finding most of the coin-op's cheats intact is still a shock. Nonetheless they're here and Paul is the man to blow the cart wide open. BOOM-SHAKALAK!!!

For his prowess Paul walks away with two Konami carts and so can you! Just send your best tips, for the rest of the hungry games-playing world to ogle and admire, to this address: ***I'M BIGGER 'N' BADDER 'N' SLICKER 'N' SMARTER 'N' ANYONE ELSE AT PLAYING NINTENDO! CHECK THIS! NMS, NHS SMALL TIPS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU.*** As we are generally so busy answering calls some important entries are sometimes mislaid and, worse, forgotten. So, please, ***DON'T PHONE UP! WRITE 'EM DOWN AND SEND 'EM IN!***

KONAMI

LEVEL SELECT!
AERO THE ACROBAT
SUPER NES ★ ★ ★ ☆ ☆

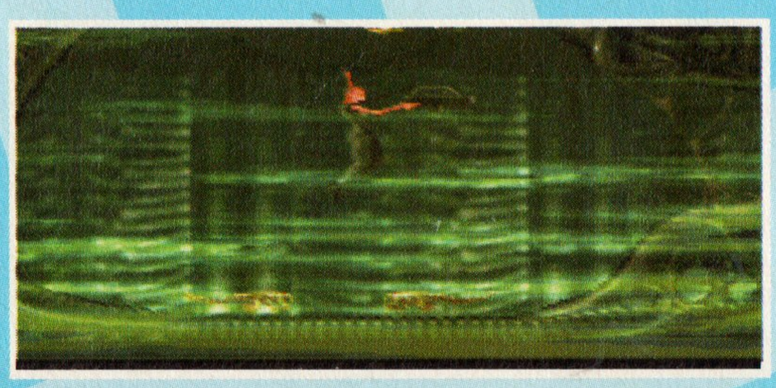
Aero the Acrobat may skip levels courtesy of Tony Coulson's complicated cheat. At the option screen press DOWN, A, DOWN, Y, DOWN, A, DOWN, and Y. A chime rings indicating that the cheat is effective. Now, as Aero falls from the sky at the start of the game, pause the game and press UP, X, DOWN, B, LEFT, Y, RIGHT, A, L, R and SELECT. Aero is transported to the next level!

FINAL BOUT CODE!
BEST OF THE BEST
SUPER NES ★ ☆ ☆ ☆ ☆

The promising, turned disappointing, one-on-one beat 'em up is made slightly more exciting by this level code taking one player through to the final bout. No name or address is supplied - embarrassed then, eh? RHT255447K

FULL WEAPONS SUPPLY / INVINCIBILTY
ALIEN 3
SUPER NES ★ ★ ☆ ☆ ☆

Philip Kielthy from Morpetts(?) torches the NHS with his series of clever cheats for Alien III. They are for invincibility, Infinite weapons and Damage control. When a Face Hugger takes a hold of Ripley press A, B, Y, X and A on control-pad II then A on control-pad I. A number one appears beneath the weapon guage. Next press A, B, Y, X and X on control-pad II then X on control-pad I. Finally press A, B, Y, X, and B on control-pad II then B on control-pad I. The number seven replaces the number one. Should a player wish to cancel the cheat press A, B, Y, X and Y on control-pad II then Y on control-pad I. Y? Because Philip says so!



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LEVEL SELECT AND INVINCIBILTY
COOL SPOT
SUPER NES ★★★★☆

For a level select and invincibility cheat on Super NES Cool Spot hold the LEFT and RIGHT buttons on the screen with the Virgin logo and press SELECT thirty times. Yes thirty - three-zero - thirty! Thank you Ian Parrett and John Vitching for that.

LEVEL CODES
LEGEND OF MYSTICAL NINJA
SUPER NES ★★☆☆☆

Level codes are pouring in for this excellent platform/adventure title. So much so it's a tough choice deciding whose to print. Mark Stevenson is the purveyor of the most useful, with his Log-Book codes being the source of saved positions placing Kid Ying (alias Goeman)in possession of enormous fortunes!

Level Codes:
Level Two: 4K2yyy
Level Three: PJ4VhV
Level Four: pbj"(heart)"
Level Five: Z+qHRH
Level Six: Z+nHTH
Level Seven: g;9;1p
Level Eight: dz+!$+
Level Nine: 4Lvln8Q

ACCESS CARD LOCATIONS REVEALED
JURASSIC PARK
SUPER NES ★★☆☆☆

The NHS has received many letters describing the locations of all access cards in Jurassic Park. The clearest instructions are supplied by Russell Collington from Osset, West Yorkshire.

Hammond: His card is located in the top, left-hand corner of the Visitor Centre's roof.
Grant: Grant's is found on the ground floor of the Visitor Centre, though it is secreted in a night-vision area. This requires finding batteries which are hidden in a ground-level, sub-room accessed with Hammond's card.
Nedry: On the ground-floor of the beach utility shed is Nedry's card. After entering the shed, direct Grant through the series of doors and rooms to claim his prize.
Malcolm: Another card hidden in a night-vision area. Bah! Inside the Raptor pen Grant takes the lift down to the bottom-most level where a massive room is found - swarming with Spitters! Grant heads right, out of the room and continues in this direction until he reaches another big room where the batteries required to power the night-goggles are found. Once in possession of the batteries Grant takes the lift back to the night-vision area.
Gennaro: Only if the player has a brain the size of a dinosaur is this card hard to find! In the Nublar Utility shed Grant takes the lift down to the sub-level. Grant uses Ian Malcom's card and gains access to the locked room.
Arnold: In the sub-level of the beach utility shed Grant uses Don Gennaro's card to enter the lift. Once again the card is located in a night-vision area, so batteries are required to power the goggles. These are found on the first level down, as is the large room containing Arnold's card which is located near the far wall.
Wu: Grant claims the batteries form level one of the ship to power his goggles. A night-vision area on level two hides the card.
Sattler: Her card is located on level four of the ship.
Muldoon: the card found in sub-level one of the Raptor enclosure lies beyond a night-vision area.
How to get Security Clearance: On level one of the Visitor's Centre Grant employs Wu's card to gain security clearance. On level three of the ship security clearance is also given but the use of a card isn't necessary.

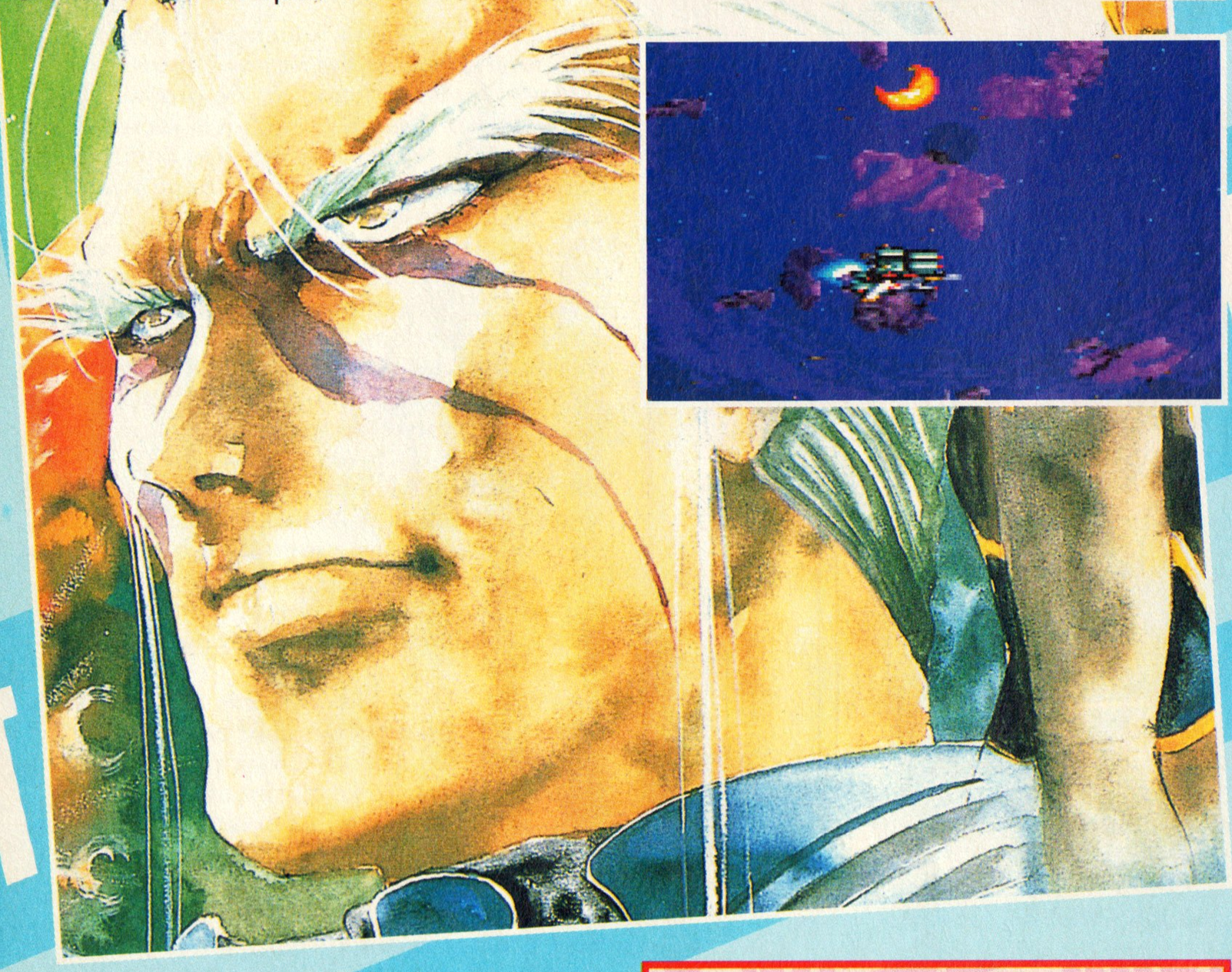
MUCHO MOOLAH
LAMBORGHINI CHALLENGE
SUPER NES ★☆☆☆☆

Begin the Lamborghini American Challenge with $6, 000, 000 in the bank! Chris Fenner from Ipswich's code shifts the game up a gear or five: HGBCPWWWFKMDRDDL.

NINTENDO HELP SYSTEM

LEVEL SELECT!!
MACROSS
SUPER NES ★ ★

Matty Matey from Stepney tells us this level select cheat for Zamuse's Macross shoot 'em up. At the Zamuse logo press UP then circle the d-pad anti-clockwise twice then press, L, R, L, R and START. Now a stage select is available from the option screen! Nice one!



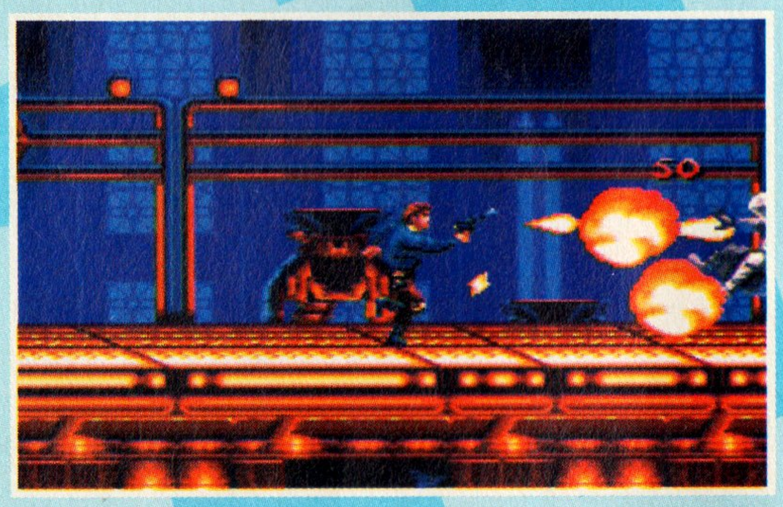
DIRTY ROTTEN CHEAT
SUNSET RIDERS
SUPER NES

The only true, low-down cheat of the section is from the highly dishonourable Stewart Allen in Dorset! In a one-player game, should your hombre seem ready to fall, press START on control-pad II to steal all player-two's credits! Similarly as player-two's vigilante is about to keel over press START on control-pad I to steal player-one's credits again.

(ABOVE) Stealing your co-player's lives - tsk!! This really isn't what co-operative gaming's all about. Good fun though innit?

HIDDEN ROOM
SUPER EMPIRE STRIKES BACK
SUPER NES ★

A hidden room lurks beneath the carbon freezing chamber in Super Empire Strikes Back. At least according to Russel Mullard form Birmingham it does. As Luke reaches the point where the suspended floors hang form the ceiling let him drop off the edge and to the left. There are freezing cannons here. Have Luke fall off these and when he reaches the bottom it is possible for him to walk through the wall!



(ABOVE) This guy shouldn't even have got one star if you ask me - there's nowt in the hidden room - how utterly flippin' useless!

SECRET 2 UP!
MICKEY'S MAGICAL QUEST
SUPER NES ★

There are two extra lives awaiting Mickey in his Magical Quest. Robbie Shand from Scotland tells of a secret room in level 1-3, located in the beavers' lodge, where Mickey dives into the pool where it sits and swims through to collect the 2-Up!

(ABOVE) If you really need two extra lives to complete this game you're obviously not very good, are you. Still, it's a cheat, I suppose.

SECRET CHARACTER SELECT SCREEN
RANMA 1/2 II
SUPER NES ★ ★

Ocean made a good move when licensing Ranma 1/2 for the UK - especially since the NHS has these cheats. On the title screen press UP, RIGHT, DOWN, LEFT, UP, X, SELECT then START for two-players to control the bosses in vs mode. Also pressing R, X and A simultaneously on the stage-select menu calls up a special options screen from which a new character named Hipposai is selectable! Danny Price, who doesn't tell us where he lives, provided this information.

LEVEL CODES
WING COMMANDER
SUPER NES ★

Tally ho! Chocks away! Toodle-pip! Jolly good show! Wing Commander! David McGowan!

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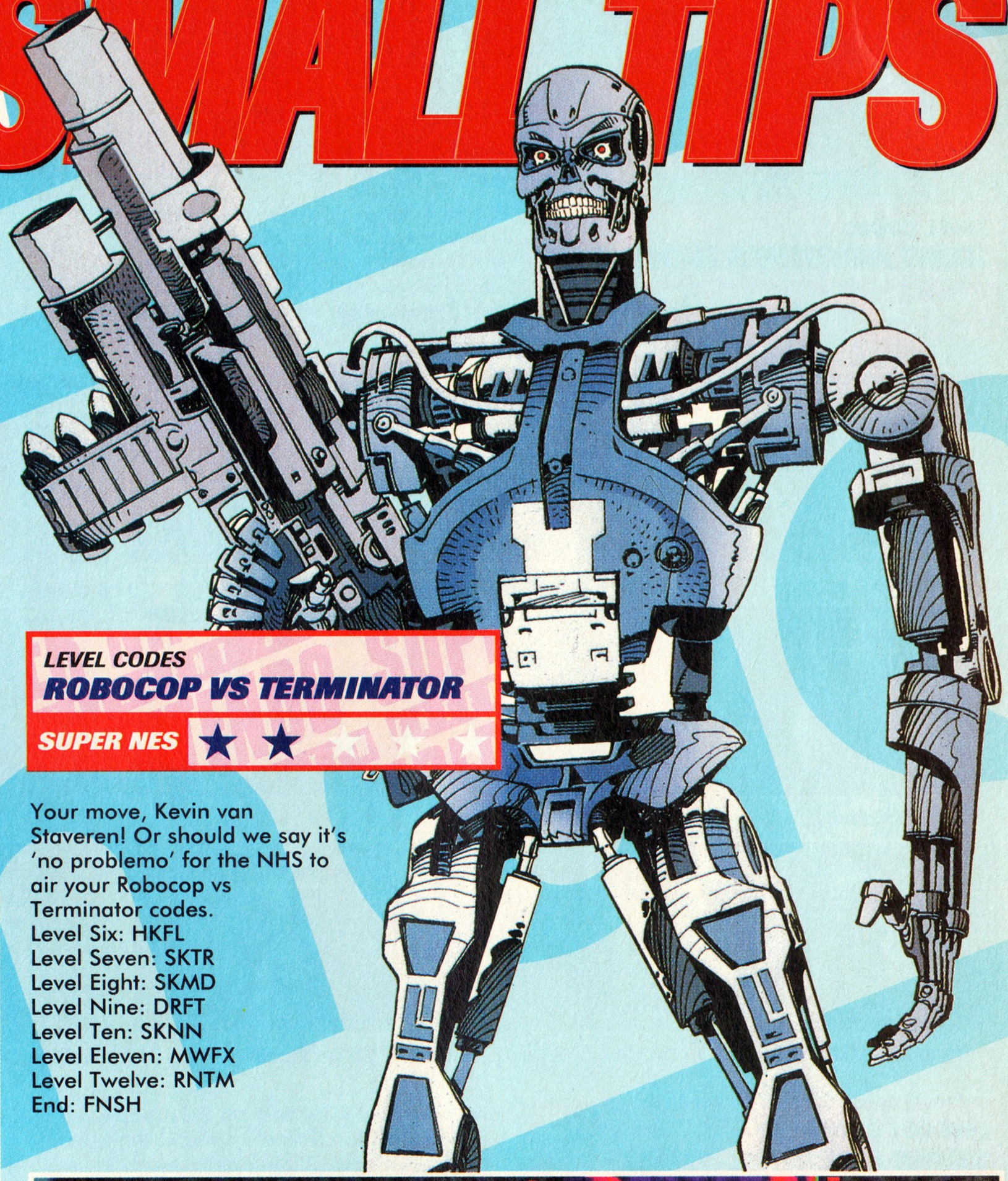
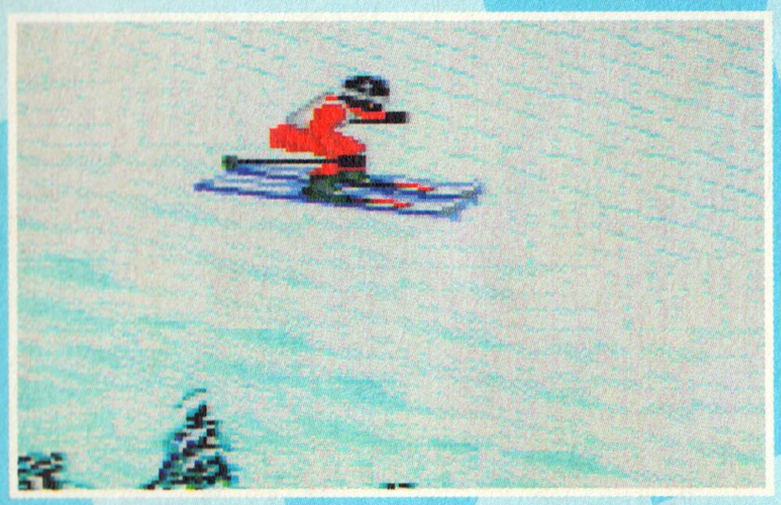
NHS SMALL TIPS

Har har!
Call-Sign is Z:
Level One: JHBFMGNB3W
Level Two: XQBYKJLC7H
Level Three: 1GFHHGMBQC
Level Four: JQFHRKMD8H
Level Five: 1GD2TDLFQW
Level Six: JGD2TDNDQC



OBSTACLES VANISH
WINTER OLYMPICS
SUPER NES ★

Between preparing meals Thomas Caterer is often found taking the downhill challenge at the Lillehammer Winter Olympics, albeit in US Gold's video-game interpretation of the event. During his time on the virtual slopes Thomas has discovered a very strange cheat. About halfway down the slope, after the second jump, direct the skier into the clump of trees to his/her right. Keep pressing right on the D-pad so the skier eventually emerges at the starting post. Continuing down the slope reveals that all the gates have vanished!



(ABOVE) A well-dodgy cheat for an equally dodgy game. Try as we might we couldn't get this cheat to work. Not that we're calling Thomas Caterer a liar or anything - we wouldn't do that. Oh no.

LEVEL CODES
ROBOCOP VS TERMINATOR
SUPER NES ★ ★

Your move, Kevin van Staveren! Or should we say it's 'no problemo' for the NHS to air your Robocop vs Terminator codes.
Level Six: HKFL
Level Seven: SKTR
Level Eight: SKMD
Level Nine: DRFT
Level Ten: SKNN
Level Eleven: MWFX
Level Twelve: RNTM
End: FNSH

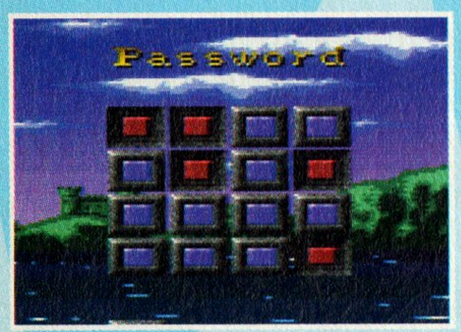
SIMPLE BOSS TACTICS
ZOMBIES
SUPER NES ★ ★

As Dr Tongue transforms into that horrible spider, players are forgiven for thinking the task of killing the beast is impossible! In fact it's easy, and Paul Ogden from Clevelys tells us how it's done. Move either Kid into the bottom left-hand corner of the screen where the spider cannot tread. From here a steady stream of diagonal shots takes care of the spider without risk. The smaller spiders are easily dealt with.

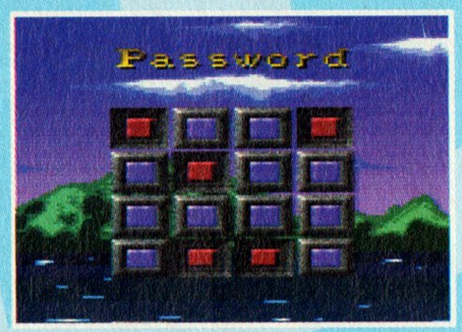
NHS SMALL TIPS

LEVEL CODES
KING ARTHUR'S WORLD
SUPER NES ★ ★ ★ ☆ ☆

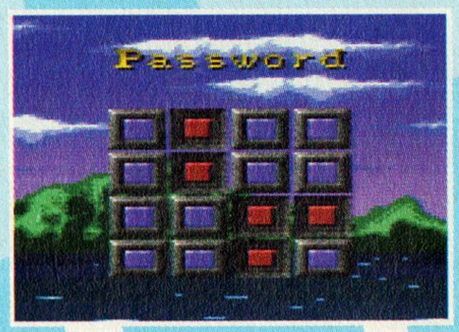
There has been a renewal in interest in this game recently for a couple of reasons: It's completely fab and it was developed by those clever chaps at Argonaut (the ones who did Starwing) so it must be good. Anyway here are a bucketload of level codes for those of you incapacitated in the being-good-at-games department. A word of advice, though. If you're going to send cheats in to us - remember to include your name and address with them - not like the blithering dolt who sent these codes in.



▲ Red Helm 1



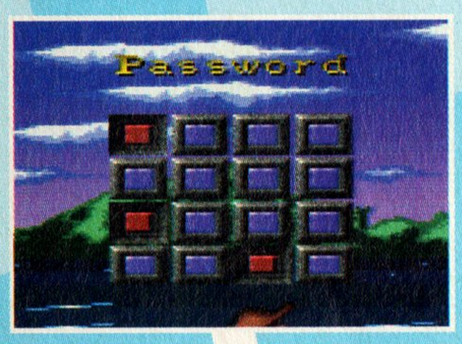
▲ Red Helm 2



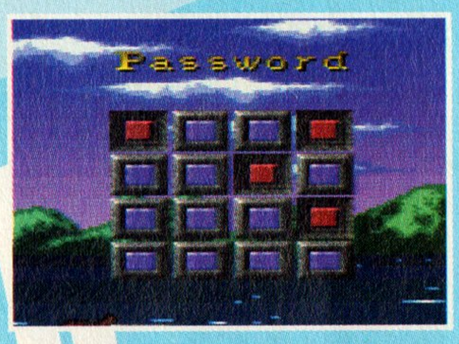
▲ Red Helm 3

▲ Red Helm Ogre

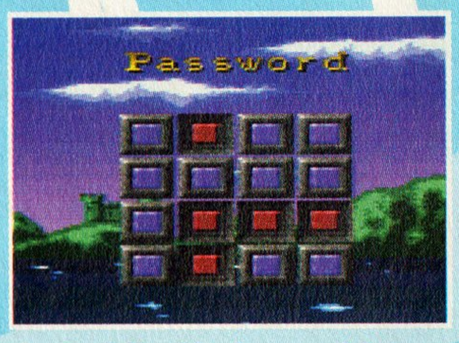
▲ Goblin Underworld 1



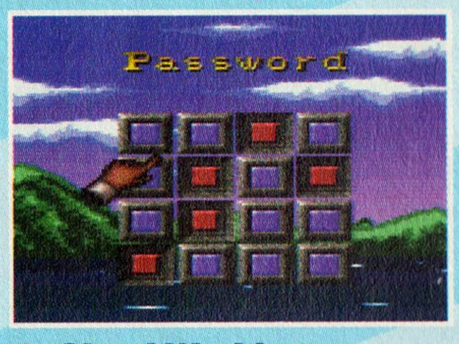
▲ Goblin Underworld 2



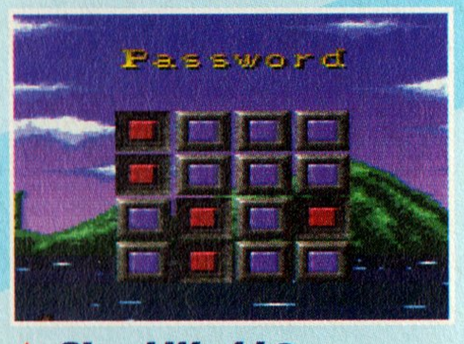
▲ Goblin Underworld 3



▲ Goblin Underworld 4

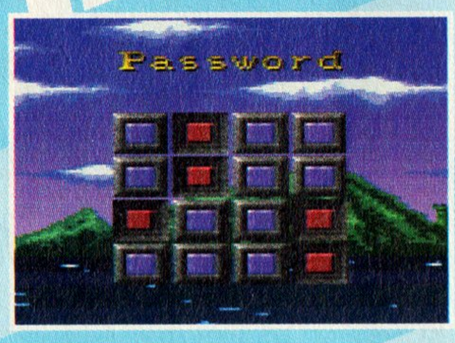


▲ Cloud World 1

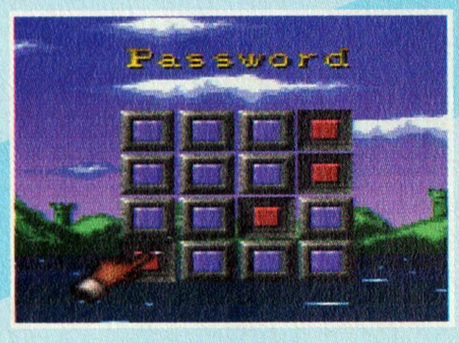


▲ Cloud World 2

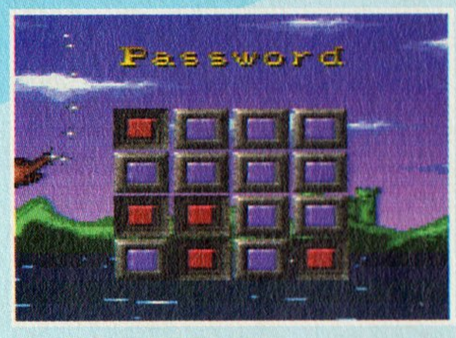
▲ Cloud World 3



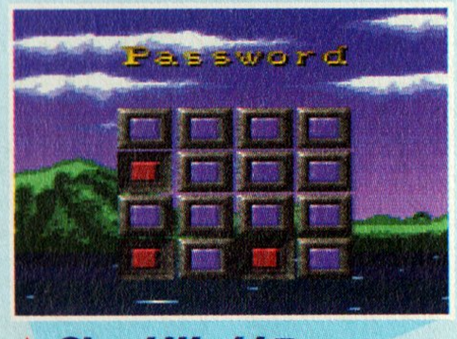
▲ Cloud World 4



▲ Cloud World 5



▲ Cloud World 6



▲ Cloud World 7

DIVE OUT OF DANGER
SUPER MARIO ALL-STARS
SUPER NES ★ ☆ ☆ ☆ ☆

Martijn Ottens cheat for Mario Bros III is good for both NES and Super NES versions of the game. However players require enough skill to take Mario through to World Eight before enjoying its benefits! Assuming this description fits you, heed Martijn's advice. On World 8-2 - the battleships - it isn't necessary for Mario to chance his dungarees by challenging such an explosive assault course! Rather it's easier for him to dive from the bow of the first boat and swim underwater; beneath the other ships. Mario emerges at the end of the world, soaked but safe!

LAST LEVEL PASSCODE
CASTLEVANIA 2
GAME BOY ★ ☆ ☆ ☆ ☆

Mikael Oestergaard is convinced he has the greatest cheat ever! In truth it's a password that takes Simon Belmont straight to his rendezvous with old goofy-jaws himself - Dracula. Try Ball, Heart, Candle, Heart.

LEVEL CODES AND TACTICS
NINTENDO WORLD CUP
GAME BOY ★ ★ ☆ ☆ ☆

Lee Rawlings from Essex has played, and won, the Nintendo World Cup on his Game Boy with every team at his command! This is quite a feat but one which is easily explained by Lee's gamesplaying hints:
When your keeper takes a goal kick position a player on the outskirts of the opposing team's penalty box. Have the player who receives the goal kick pass to the goal-hanger by pressing A immediately. As soon as the goal-hanger receives the ball press B and down/ right on the D-pad to score almost every time. Players choosing England to represent them should select Keith every time and position him at the bottom end of the centre circle. Upon asking for the ball Keith often scores a goal by executing an overhead kick (press A+B together).
FINALS CODES:
USA vs Germany: 01631
Holland vs Germany: 01641
Japan vs Germany: 01659
France vs Germany: 01626
Cameroon vs Germany: 01654
USSR vs Germany: 01617
Brazil vs Germany: 01651
Germany vs Argentina: 01613
Argentina vs Germany: 01662
Mexico vs Germany: 01672
England vs Germany: 01645
Spain vs Germany: 01638
Italy vs Germany: 01633

POWER UP FASTER
DYNABLASTER
GAME BOY ★ ☆ ☆ ☆ ☆

One of two tips from Tom Johnson of Stratford is this one for Game Boy Dynablaster. Actually Tom's brother William discovered this method of increasing Dynablaster's firepower to the max in record time. As any power-ups collected are

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

retained after continuing, repeatedly sacrifice Dynablaster's lives until he is fully armed then move him on to the next stage.

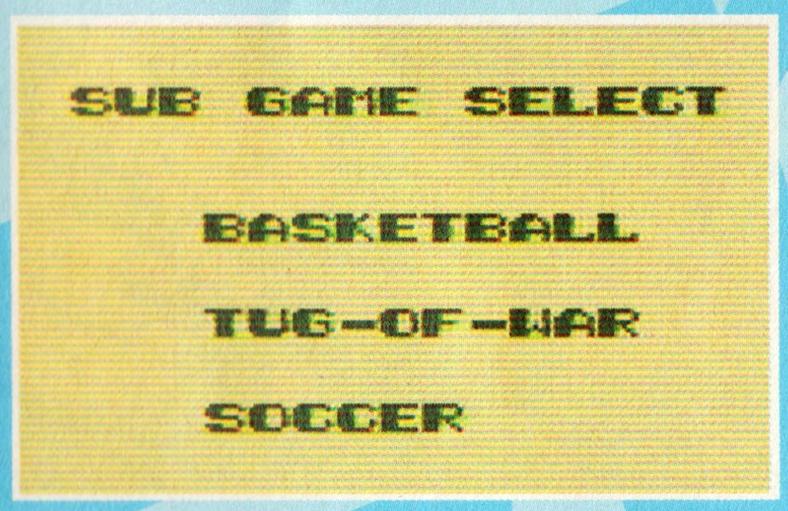
LEVEL CODES AGAIN!
GARGOYLES QUEST
GAME BOY ★

Red Arremer, star of Capcom's awesome Ghosts 'n' Goblins series, benefits from Jeffrey Lambert of Ireland's level codes.

World Four: BTGL - RUDH
World Five: TEWH - AZGL
World Six: CiNZ - 4DRW
World Seven: 04UZ - LWG7
World Eight: EEWY - LNAT

SECRET GAME AND MAKE GAME HARDER
TINY TOON ADVENTURES 2
GAME BOY ★★★

Ganeth Tang from Harlow in Essex is a shameless blagger of Konami software. Shameless. But his cheats for Tiny Toons II just about vindicate him. For a Sub-Game select press B and START on the title screen. Also, for a harder game, press A and START on the title screen.



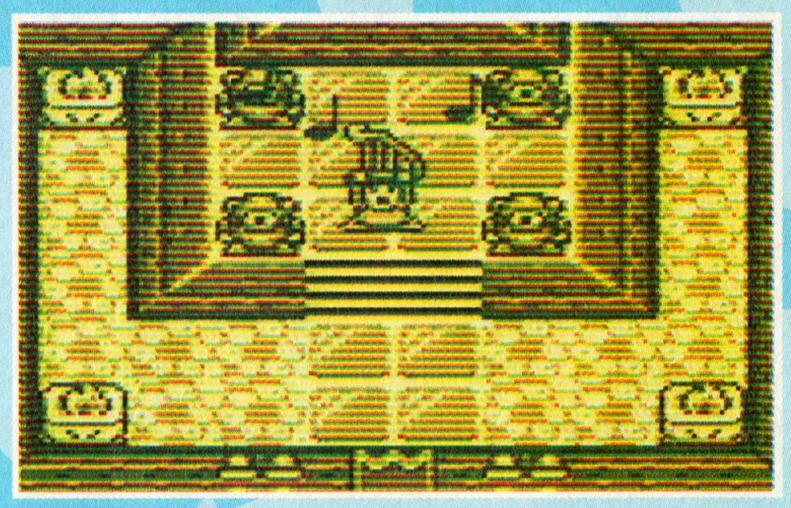
PROMOTION CODES
STAR TREK: NEXT GENERATION
GAME BOY ★

Neil Aspinall from Liverpool saves players the time of developing a character through the ranks of Star Fleet in The Next Generation by providing these codes:

Ensign: Q
Lieutenant: BARCLAY
Lt Commander: TOMALAK
Commander: RO=LAREN
Starship Captain: LOCUTUS

STEAL THE SEA LILY BELL
LINK'S AWAKENING
GAME BOY ★★

David Powell's cheat from issue #18 tells how Link may warp form one side of the screen to another by pressing the SELECT button as he enters the scene. By using this Jonathan Cox has discovered a way to claim the Sea Lily bell from the Key dungeon without battling Slime Eyes! Press SELECT as Link enters Slime Eyes' chamber and Link is magically transported through the wall and into the adjoining room! MAGNIFICENT!



(ABOVE) You might be able to get the Sea Lily Bell without having to do battle, but, at the end of the day, will you be happy with yourself in the knowlege that you weren't 'man' enough to do it alone? Be a mensch, go for the battle with Slime Eyes, you bunch of softies.

SAVE OUR KIRBY
KIRBY'S DREAM LAND
NES ★

Tom Johnson from Stratford-on-Avon is a big fan of Kirby. Good. Being so obsessed he's completed Kirby's NES adventure and discovered that this task is made easier by repeatedly recharging Kirby's hit points by having him visit one of the bonus games. Also, for those people who don't already know, completing the game is rewarded by an extra, much harder, quest and a special sound test screen. Complete the game once more and Kirby may visit any of the sub games at will!

DIVE UNDER DANGER!!
SUPER MARIO BROS. III
NES ★★★

Martijn Ottens cheat for Mario Bros III is good for both NES and Super NES versions of the game. However players require enough skill to take Mario through to World Eight before enjoying its benefits! Assuming this description fits you, heed Martijn's advice. On World 8-2 - the battleships - it isn't necessary for Mario to chance his dungarees by challenging such an explosive assault course! Rather it's easier for him to dive from the bow of the first boat and swim underwater; beneath the other ships. Mario emerges at the end of the world, soaked but safe!

TWO PLAYERS - ONE ROBOT LAUGH!
PROBOTECTOR
NES ★

Sadly no one has any cool cheats for Probotector II, so players are left with Berend Venger, from Rotterdam, and this suggestion for the original. In a one-player game it is possible for two players to control the same robot. And that's it.

DIRTY ROTTEN CHEAT MK II!
TROG
NES ★

Yes, Tom Johnson, Kirby <I>is <P>cool - but he isn't God! Still, what has all this to do with 'Trog' anyway? Nothing! Tom's cheat for the game is this: Play as Bloop until he is riding on his last life and continue. Now join in as Spike - abandoning the Blue Dinosaur altogether. Like the Sunset Riders cheat this month, this cheat effectively doubles the quota of a player's continues!

AWESOME COME-FR

JOE HIGASHI
'DUNE UPPER'
→ ← ↘ ↓ ↘
+ FP/LK

These fantastic killer moves for Fatal Fury 2 are guaranteed to breath new life into your character when he's on the brink of doom! They can only be accessed when your character's energy bar turns red. They can all be performed repeatedly and inflict massive amounts of damage! All moves shown are for the player facing right. Red arrows indicate that you should hold the joypad for two seconds. Round one. Fight!

BIG BEAR
'FLAME BURST'
→ ↘ ↓ ↙ →
+ FP/LK

ANDY BOGARD
'FLAMING LEG CUTTER'
↓ ↘ →
+ LK/FK

UNLEASH THE KILLER MOVES!!
FATAL FURY 2
SUPER NES ★ ★ ★ ★ ☆

NHS SMALL TIPS

NINTENDO HELP SYSTEM

POM-BEHIND KILLER ATTACKS!!

JUBEI YAMADA
'DYNAMITE SPIN'
↓ ↘ → + FP/LK

MAI SHIRANUI
'FIRE FURY TACKLE'
→ ↙ → + FP/LK

FATAL FURY 2

KIM KAP HWAN
'THRESHER RAGE'
↓ ↙ ← ↙ → + FK/LK

TERRY BOGARD
'POWER GEYSER'
↓ ↙ ← ↙ → + FP/LK

CHENG SIN ZAN
'SUPER NAPALM'
↓ ↘ → + FP/LK

THE GOLDEN JO

WIN £200 FREE SOFTWARE AND VO

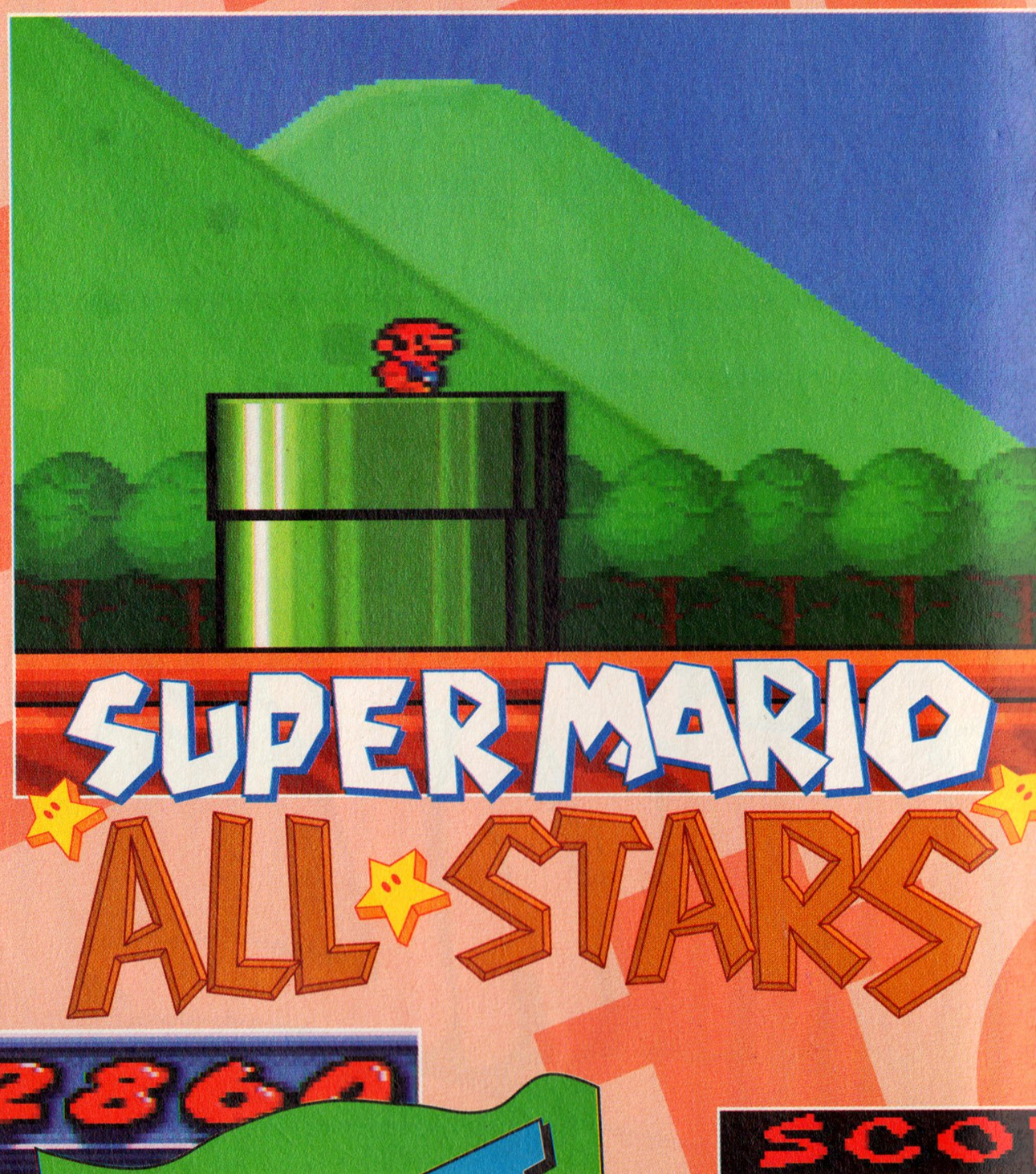
Here's your chance to walk away with a fistful of free games and vote for the best Nintendo cartridges around! Yes indeed, it's time for the Golden Joysticks - and if you don't know what they are you need a bit of educating! Each and every year the publishers of NMS and all our sister mags (CVG, Mean Machines etc) get together and hand out awards to the games industry. These gilded gongs are known as the Golden Joysticks - and the winners are the games voted best by YOU! These are the only awards in the UK games industry where you, the readers, decide who gets what - so the winners are truly the best games money can buy! Naturally these awards are the most heavily sought-after in the games world, because they're the views of the people who really count - YOU!

HOW TO PICK THE WINNERS

To vote, and stand the chance of waltzing away with all that software, simply fill out the voting form you'll find right here. If there's a category you're not sure of, or don't really understand, just leave it blank. If you don't want to cut up your copy of NMS, you can either photocopy the page or simple copy the awards out on a clean sheet of paper. Once you've voted, send your page, photocopy or (clean!) piece of paper to:

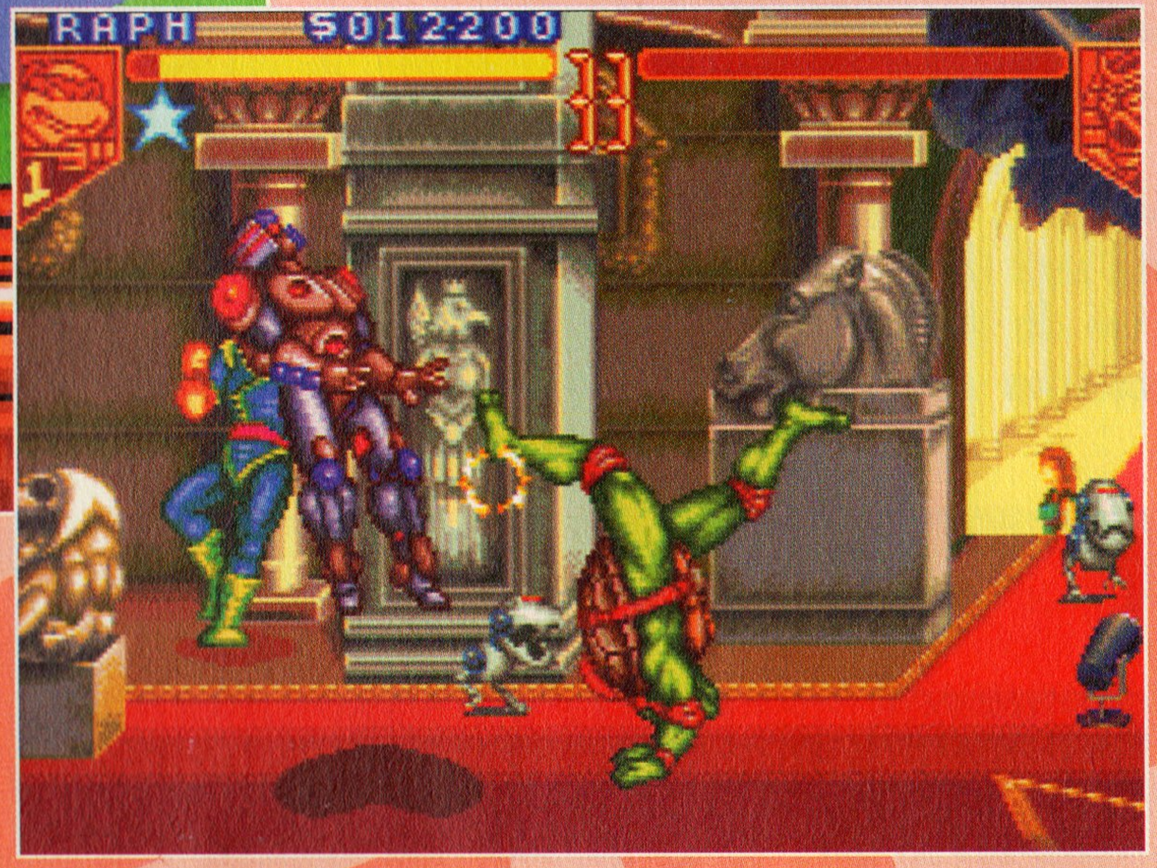
GOLDEN JOYSTICK AWARDS, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Closing date for entries is 3rd May 1994, after which we'll sift through all the votes and count them up before announcing the winners! What are you waiting for? GET VOTING!



YSTICK AWARDS

TE FOR YOUR FAVOURITE GAMES!



1. BEST CONSOLE SIMULATION

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3. BEST ORIGINAL CONSOLE GAME

4. CONSOLE GAME OF THE YEAR

5. HAND-HELD GAME OF THE YEAR

6. SOFTWARE HOUSE OF THE YEAR

7. BEST ADVERTISEMENT OF THE YEAR

8. BEST ORIGINAL CONSOLE ACTION GAME

9. CONSOLE PROGRAMMER OF THE YEAR

Please send this form to: GOLDEN JOY-STICKS, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, closing date is May 3 so you may have to get a move on!

NAME:.....

ADDRESS:.....

.....

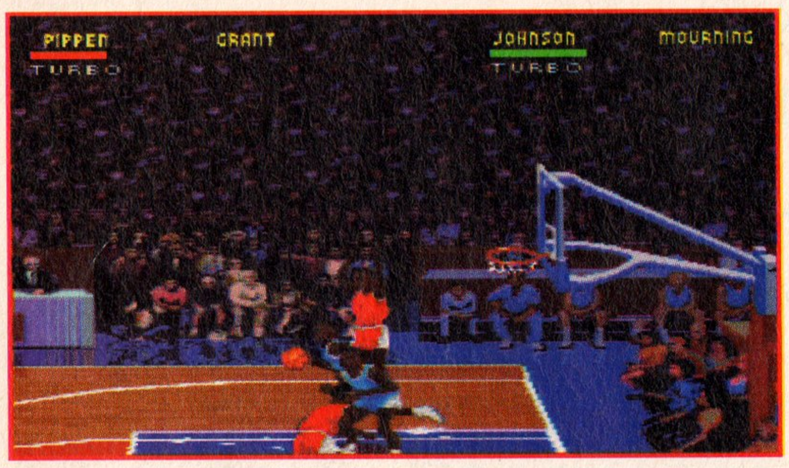
.....

NBA

OVER 'ERE SON, ON ME 'EAD

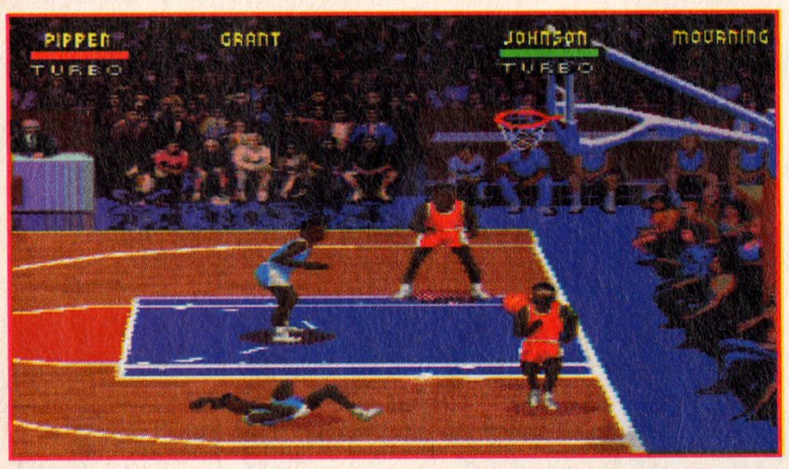
Contrary to popular belief NBA Jam isn't all about grabbing the ball and legging it down the court. Well, it is if you're a bit crap. Why not spice things up a bit and try passing the ball once in a while? You never know, you might enjoy it. Here are a few pointers...

■ *When approached by the opposition head-on, pass the ball and make a break. This is better still if you have the Tag Mode on in one or two-player games.*

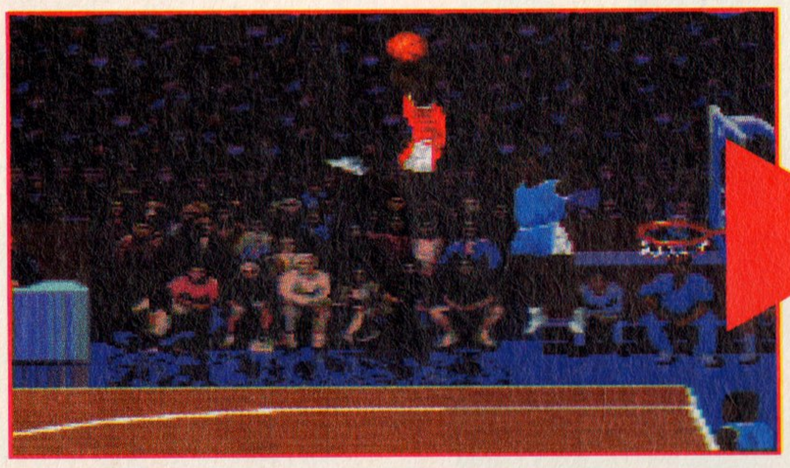


■ *If you're blocked by the opposition use the jumping pass. This is a bit sneaky and dead frustrating if someone does it to you. Simply press the jump and quickly dish the ball off to your team-mate and watch the opposition leap around stupidly whilst you make a speedy getaway.*

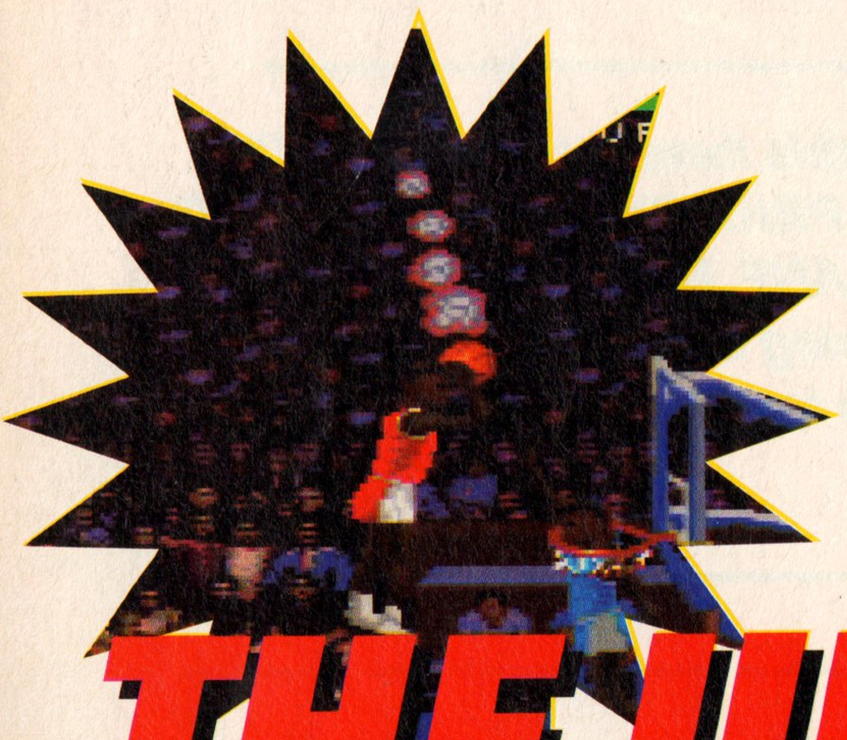
Blimey! The hottest game of the year just got hotter! In fact, it's spontaneously combusted itself into a pile of smouldering ashes! Here's the proof: just take a butchers at our completely astounding players guide to this brilliant game and then gasp in awe at the codes to the hidden characters! How do we do this? Well, there's this little NBA Pixie which comes out at night and he sits on Paul's shoulder and whispers secrets in his ear...



■ *If your opposition has greater speed use the old one-two, ie stay close to your partner and run down the court passing the ball between you as you go. Dull but effective.*



■ *Defy those pesky blocked shot attempts by passing the ball to your mate who is, hopefully, in the market for a whopping three-point shot (if you're any good). You can do this mid-monster dunk too which really perplexes the other team who have usually jumped up in defence. Completely unstoppable. Aroogah!*



THE SPEED YOU NEED

"Little" and "Often" are the watchwords to bear in mind when using the Turbo, mainly because there's nothing more annoying than running out of speed mid-break. Frustrated by this? Read and learn...

■ *Hit the turbo when you see an opening in the opposition's defence, so you can run straight through to an open basket.*

THE ULTIMATE NBA J

JAM

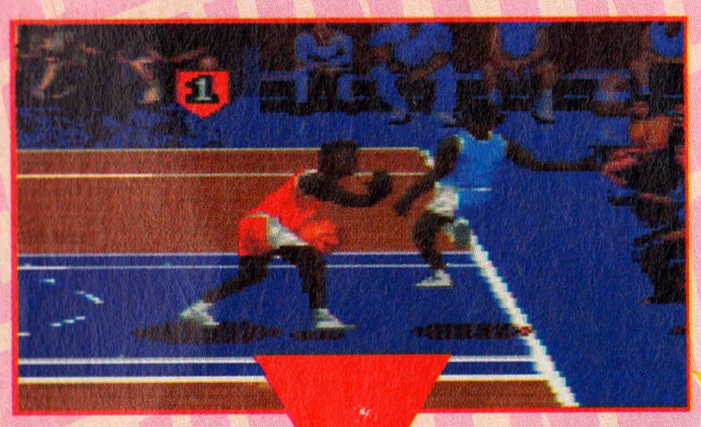
FAKE OFF

Baffle your opponents by faking a throw. This is achieved by tapping the throw button. However you cannot run after doing this, so you'll have to pass or shoot the ball. Better still try a jumping pass to double the confusion. Grrr.

(ABOVE) Doubly effective is the fake shot/B.O combo. Pooh!

STOP THIEF!

Mastery of the Turbo Steal is the mark of a seasoned NBA Jam pro. Not only is it the most effective way of turning the ball over from your opposition but it *reeeally* annoys the hell out of them too. And now you too can perform this astoundingly simple but monstrously effective move - just get in his face, push your player in his direction and press Turbo and Steal simultaneously (together and at the same time) then watch in glee as you dispossess him of the ball and righteously dunk the chuffer home. Life can be so unfair sometimes!



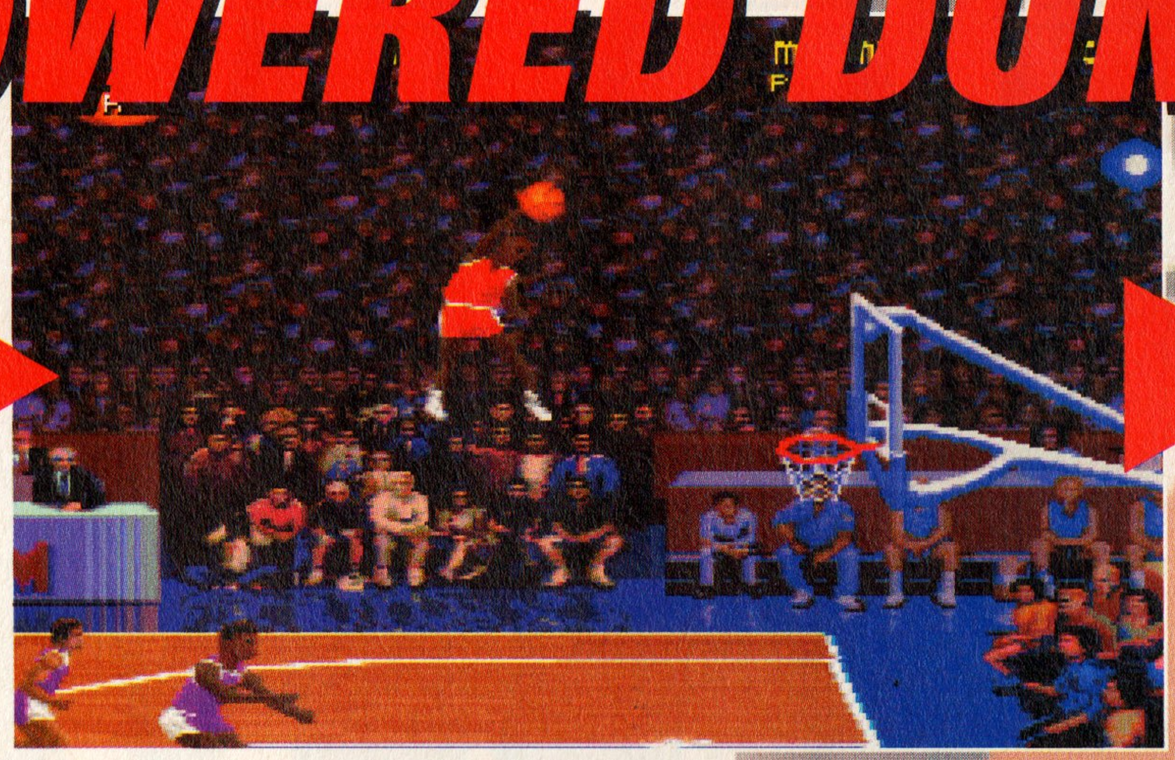
(ABOVE) C'mere big boy, and bring your ball with you.

HE SHOOTS, HE...OH NO, NOT THAT ONE.

Let's face it you've got to be crown prince Cacko of the Cacker-Gibbon people if you can't shoot at least a few hoops in this game. It's simply a matter of getting your guy in the paint and pressing the button - although it's much more spectacular to accompany this with a bit of Turbo. However, there are bigger points to be made if you can shoot a few three-pointers too. Timing is the key here - make sure you release the ball at the peak of your jump. However, positioning is perhaps more crucial. If you line up your player so he is directly in front of the net his chances of scoring are greatly improved, and slightly less so if taken from the sides·

AM SECRETS GUIDE!

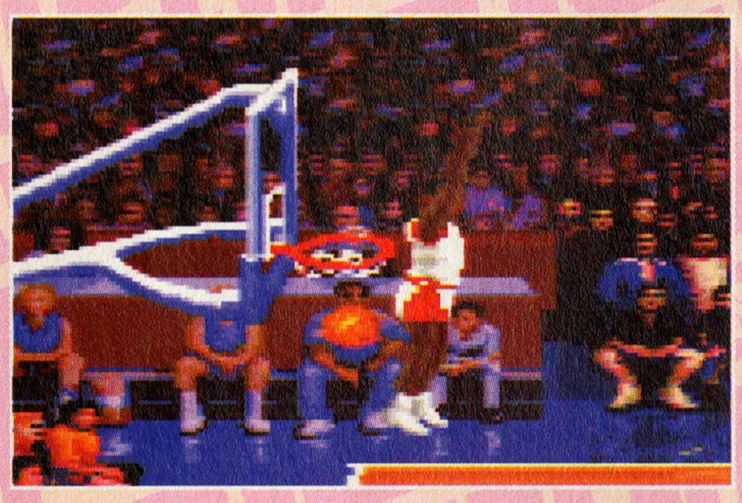
SUPER POWERED DUNK



(ABOVE) It shouldn't be allowed! It's too outrageous! Super-powered turbo dunks from the half way line. Sharoops, skroinks etc!!!

DEFENDING PROPER

Defending is tricky at the best of times but now you can make it all a bit easier by boosting the defensive capabilities of your team. To effect this simply press any button four times on the Matchup screen and hold it down on the fifth press until the tip off. If you've performed this correctly an icon flashes up and stealing the ball becomes that bit easier. What a relief.



Now this really is the stuff we want!
As you probably know there are several hidden and highly secret characters in the game. Some so secret, in fact, that even Acclaim don't know them all yet. Here's how to get all the ones we know. Be aware, though, that these players are only ever as good as the team-members they've replaced so don't expect the presence of Bill Clinton to upgrade the performance of crap teams. Also, with all three letter codes the last letter should only ever be highlighted and not actually selected - use the space for the two letter codes. And lastly, all the cheats do work but if for any reason you can't get them going try a different combination of presses, maybe using the A button instead. Let's go...

BILL CLINTON

He's the most powerful man alive. He's got a daft chin. Still, that doesn't stop him being a bit nifty in the hoop-shooting department, especially when you use him to replace Scottie Pippen or Charles Barkley. To get him enter the initials A and R then highlight K without selecting it and press L, START and X.

AL GORE

Who hell he? he's the second most powerful chap alive being the American Vice-president. To select him enter the code NET and press L, R, START and A.

P-FUNK

Looking suspiciously like George Clinton from phunk outfit, Funkadelic, this character is accessed by entering DIS and pressing L, R, START and A.

WARREN MOON

Apparently he's quite a well-known NFL superstar. Means nothing to us, though. Enter UW then L, R, START and A.

MARK TURMELL

Get down on your knees, this is the guy chiefly responsible for programming this wonderful game. He's yours if you enter the code MJT and press R, START and A.

KABUKI

We're straying into complete unknown territory here. Anyway if mystery players are your bag enter QB then L, R, START and X.

CHOW CHOW

You thought they were a breed of dog. Fools, it's a hidden character on NBA Jam who is found by entering CAR and L, R, START and X.

AIR DOG

More dogs? No, it's another hidden player who must be famous for something other than a silly name. Anyway, enter AIR then L, R, START and X.

RIVETT

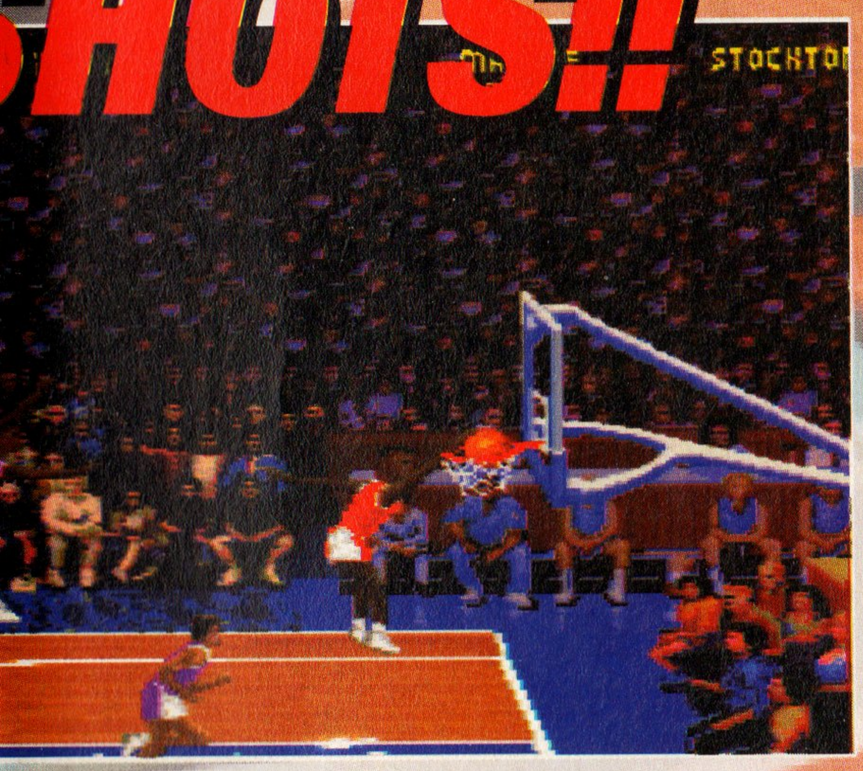
No, don't know who he is either and, more importantly, I don't care because I can play him by entering RJR then pressing L, R, START and X.

DE VITA

Didn't Andrew Lloyd Webber write a musical about

SECRET

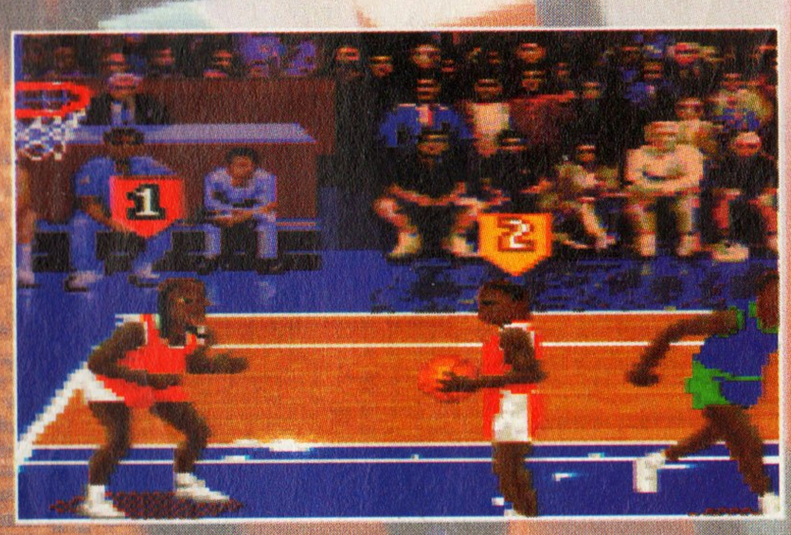
NBA JAM

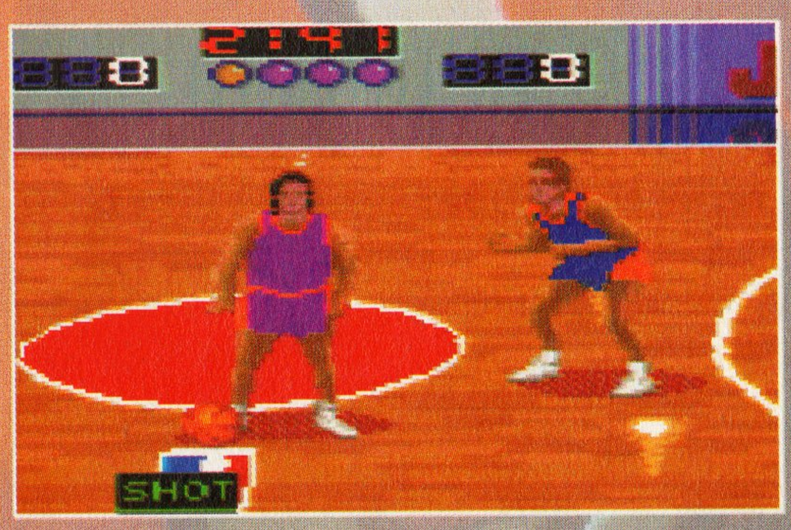


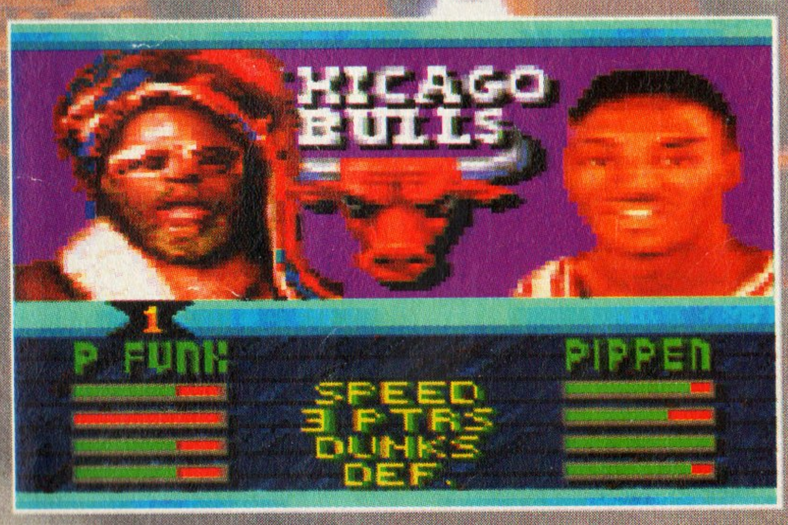
BY THE POWER OF NUMBSKULL

Here's a tip so-oo hot that we're simply not going to tell it to you. Oh, go on then. At the Matchup screen rotate the joypad in a clockwise direction and keep doing so until the tip off whilst pressing the B button 13 times holding it down on the 13th press and repeating the words "Paul Davies loves Kirby in a manner most unnatural" and, presto, your dunks are instantly powered up, so much so that you can now perform the most outrageous flaming dunks from the half-way line. Kroinks! It might take you a few goes to get this working so a little perseverance is necessary, but flip me, it's worth it!

CHARACTERS REVEALED!!







this character? Perhaps not. Anyway enter SAL then L, R, START and X.

SCRUFF

Eeh, I once had a pet cat called Scruff. Actually I didn't but it adds a bit more human interest doesn't it? Ahem, this cheeky chappy is found by entering ROD then L, R, START and X.

WEASEL

Hohoho! Those crazy yanks, they love their stupid names. I just can't start laughing, you see it's not really a weasel, it's a bloke Tee ho. For this wacky funster enter SAX and press L, R, START and X.

THAT'S NOT ALL FOLKS

As I said, some of the characters in this game are so secret that they haven't all been discovered yet - Acclaim themselves are not telling us about a further six - but they all are found using the same basic method. So here's the deal - the first few people to discover any new characters and send them in to us will be sent some rather special NBA-related stuff free, 'cos we're like that, you see.

WHAT DO Y

THIS MUCH?

Just one small view of the world..

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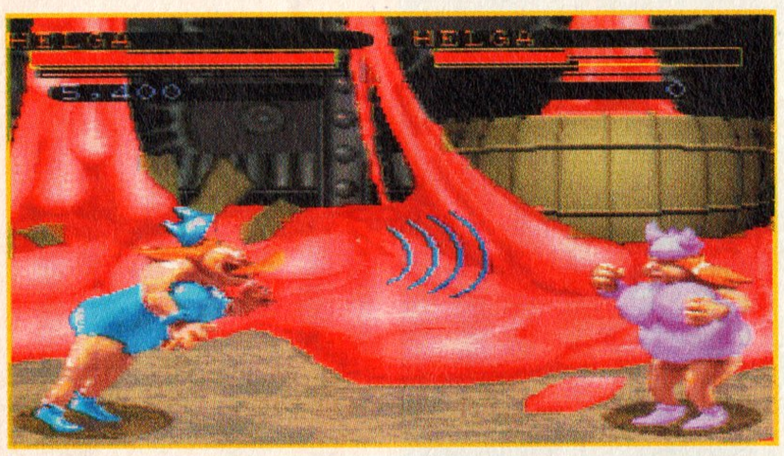
...but like you've never seen it before!

OUT NOW!

CLAY FIGHTER

It's impossible to provide a serious solution to such a whacked-out game as Clay Fighter! However, with the raw materials provided, NMS manages to mould a decent insight into the fighters' strengths and weaknesses together with basic set-up strategies and combos for each. Clayfighters: hit 'em, smack 'em and they just don't care! Threaten to mix



HELGA

SET-UP: Fox your opponent with a light punch yell then baffle 'em by going into a roll. Not the sandwich variety.

COMBO: Initiate with a leaping light punch, follow it up with a crouching medium punch and, for the encore, go into a spin. A right kick up the aria!

HIT 'EM, SMACK 'EM

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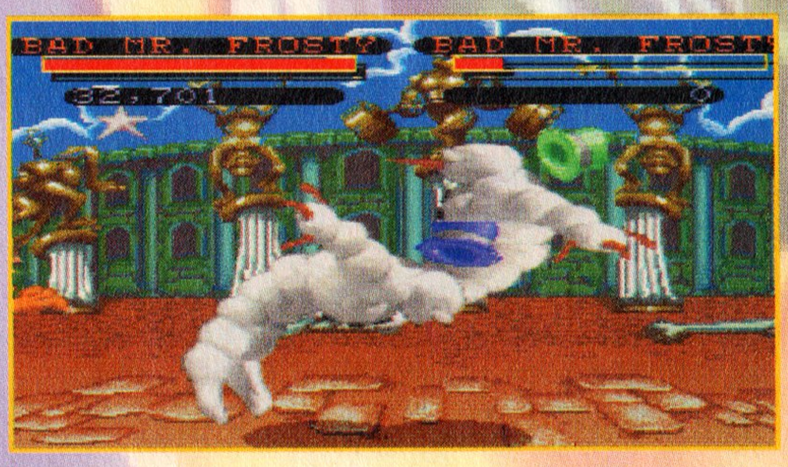
BONKER

SET-UP Chuck a custard pie and, while this is in flight, charge down for the splash then launch Bonker into the air. Gets 'em every time.

COMBO Leap towards your opponent with a light punch, then a standing light punch followed by a cartwheel. Tricky but devastating.

SET-UP Have the Frost-meister lob a snowball then follow up with a swift leaping headbutt. Sends a shiver down the hardest man's spine!

COMBO Start this combo with a jumping fierce kick and, upon landing, strike with a standing light punch then finish with a shoulder barge. Gnnhh!



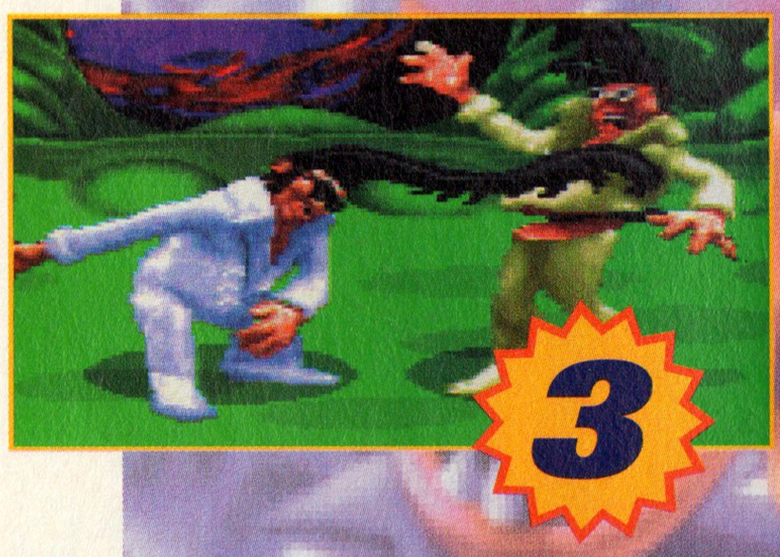
MR. FROSTY

WELL, THEY DON'T CARE!!

BLUE SUEDE GOO

SET-UP Start this one by lashing out with a musical note, and then the hair flick. The king's not dead!

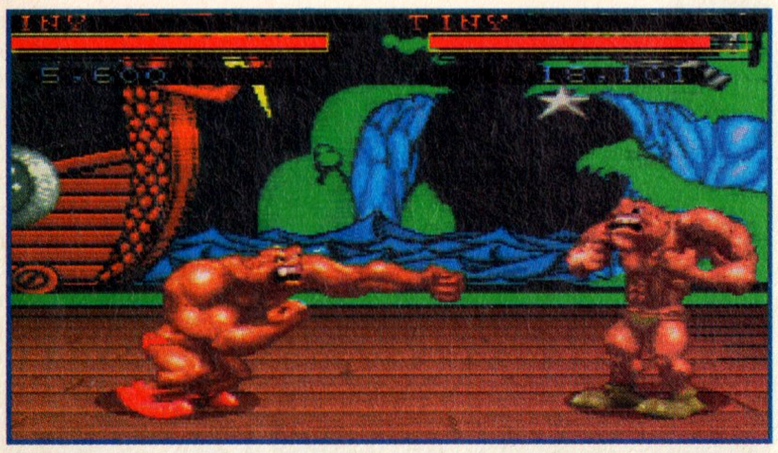
COMBO This one has you starting with a jumping light kick and then a light kick finished off with your fighter flicking his hair.

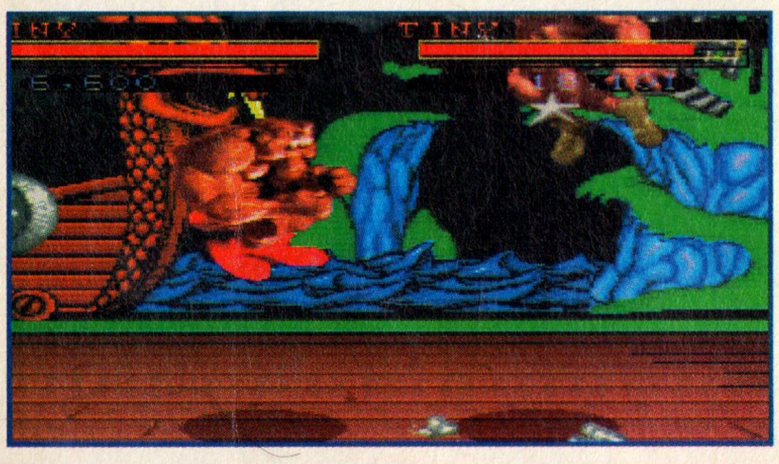


TINY

SET-UP Use the light left hook and, while Tiny is skidding, power up for the vertical ball and propel him into the air to smash his opponent right up the kilt.

COMBO Have Tiny leap in with a light kick, followed by a standing light punch and then finish with a right hook.





ICKY

SET-UP The simple ones are always the best. Use Icky's flame and follow up with his fierce rising uppercut. It shouldn't be allowed.

COMBO Start with a jumping light punch followed by a standing light punch and the finished with the rising uppercut. It's light punches all-round, apart from the uppercut, that is.

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BLOB

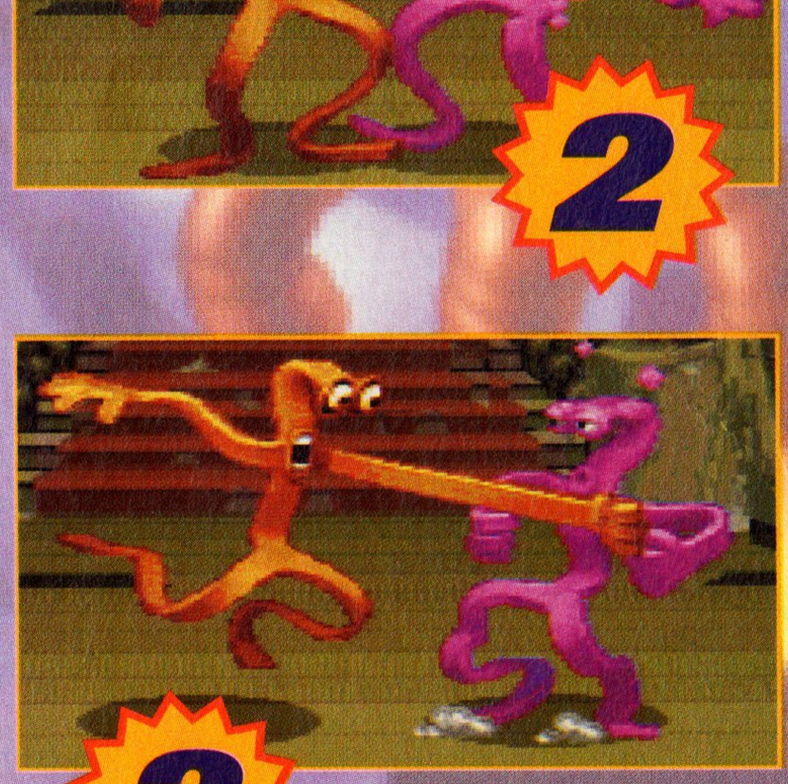
COMBO Start this combo off with a jumping fierce punch, swiftly follow up with a standing light punch and then finished with a slide.

SET-UP Start this one by getting Blob to spit and as your adversary jumps toward your fighter push down on the pad and deliver a mightily fierce kick. Ooyah!

TAFFY

SET-UP This set-up is the trickiest of all. Have Tiny's opponent hit him, then use the fake daze to trick 'em into approaching so Taffy can grab them and smash 'em where they least expect it!

COMBO A jumping light-kick is backed by a standing light-punch and finished with a quick punch. What happened to Judy?



SECONDARY COMMUNICATION

Not everything that's pink, round and eats a lot is as agile as Kirby.

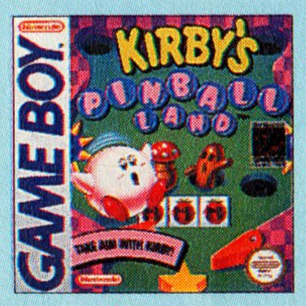
Nintendo®

TERTIARY COMMUNICATION

Ninflatable
Ninsatiable
Nintendo

PACKAGING

Kirby



Game around £20

Game around £22
Also available on NES

THE LEGEND OF ZELDA

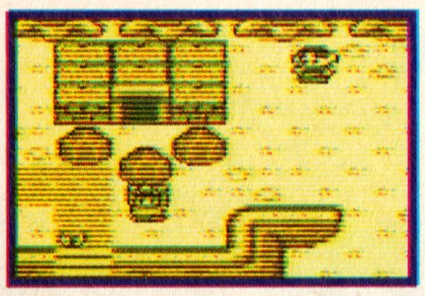
LINK'S AWAKENING

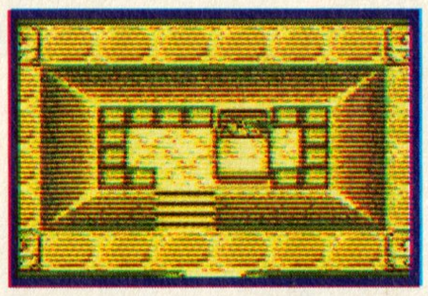
At this late stage Link's skillful mind is every bit as important as his talents in self-defence. Situations are fast becoming a battle not only of warrior knack but of sharpened wit too. NMS accompanies Link for the duration of his mission in waking the Wind Fish - remaining by his side until the truth of his place on Koholint is revealed...

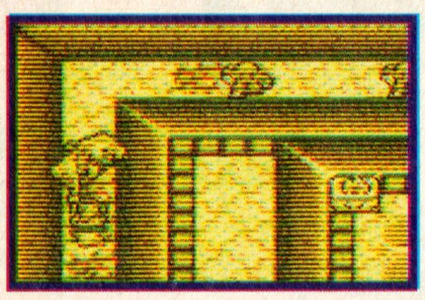
TO THE FINDER...THE ISLE OF KOHOLINT, IS BUT AN ILLUSION...HUMAN, MONSTER, SEA, SKY...A SCENE ON THE LID OF A SLEEPER'S EYE...AWAKE THE DREAMER, AND KOHOLINT WILL VANISH MUCH LIKE A BUBBLE ON A NEEDLE...CASTAWAY, YOU SHOULD KNOW THE

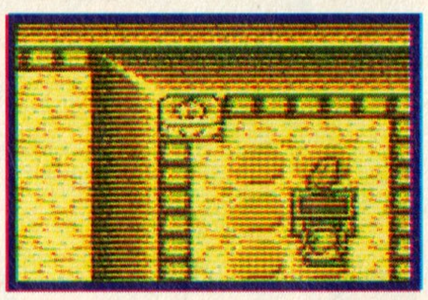
Angler's Cave:

Link's retrieval of the Pegasus Boots from Key Cavern presents many new opportunities.





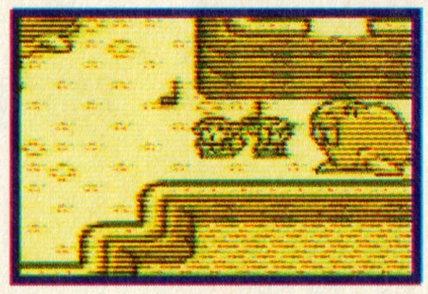




▲ *Music Maestro:*

1. The Ocarina:

Near Mabe village, a Dream Shrine holds the tuning key to the opening of many doors. Link uses his magical footwear, along with his sword for scooting through Mimics and over cracked floors to claim his prize. Shame he can't play a note - yet.



▲ *I am the Walrus. Zzzz...:*

2. Entrance to the desert:

Yarna Desert holds the Key to Angler's Cave and a couple of other helpful extras. Unfortunately the entrance is blocked by a snoozing Walrus. It dreams of Marin. Only the sound of her lovely voice has the power to wake it from its blissful slumber.

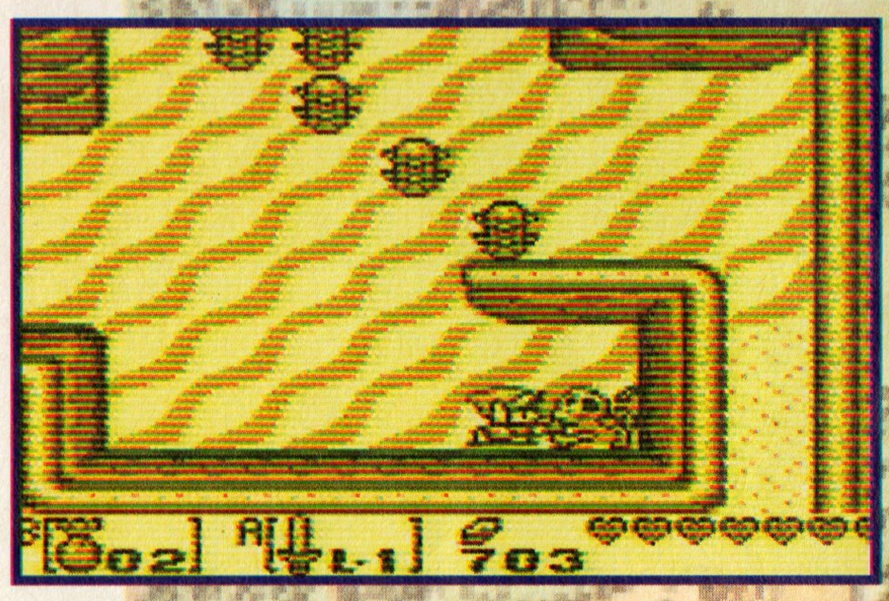
3. Marin teaches the world to sing:

Musical expert Marin agrees to teach Link a simple important, melody.

Yarna Desert:

4. Dem bones:

Once scuffing his feet through the desert sands Link happens across a pile of bones. Sprinkling these with his magic powder he learns of a special secret place.



(ABOVE) "What's this little sign? It says 'Sprinkle Me With Magic Powder To Learn Of A Secret Place.' Nah. Don't think I'll bother..."

FINAL CATACLYSM

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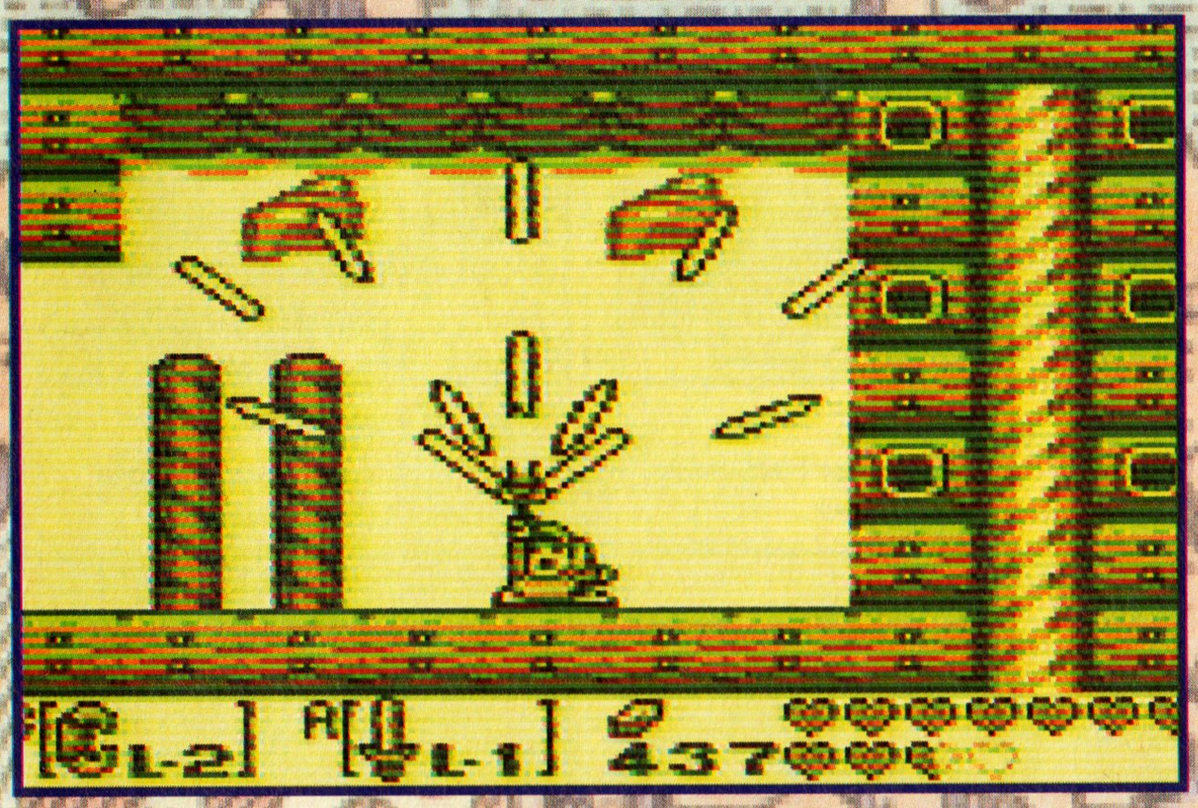
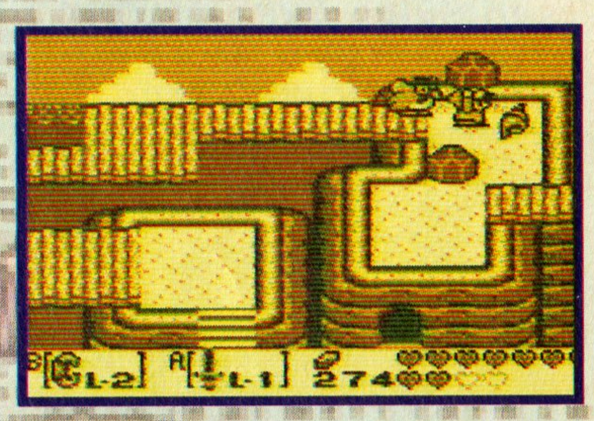
OBTAINING THE SECRET POWER-SWORD

In the violent storm responsible for dumping Link on Koholint, many sea-shells became scattered about the island. There are 26 in all. However Link is only required to return 20 of them to Seashell Mansion to claim his reward.



(ABOVE) YES! You have passed the Seashell Challenge! Your reward? A sword worthy of the mightiest foes - its blade tempered in courage and honour and, and, and...well, it's a jolly good sword to have and it's a bit lucky that Link's got it. That's all I have to say...

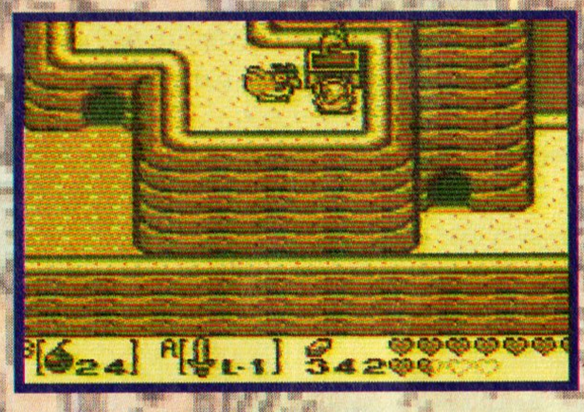
▲ Tal Tal Mountains:
A rock in the far reaches of Tal Tal Mountains is conceals a secret shell.



▲ Tal Tal Mountains:
A chest perched on an outcrop contains a shell too.

▲ Mabe Village:
The leaves of the undergrowth in Mabe Village hide a shell.

▲ Wise Owl:
In Ukuku Prairie, digging before the owl unearths a shell.



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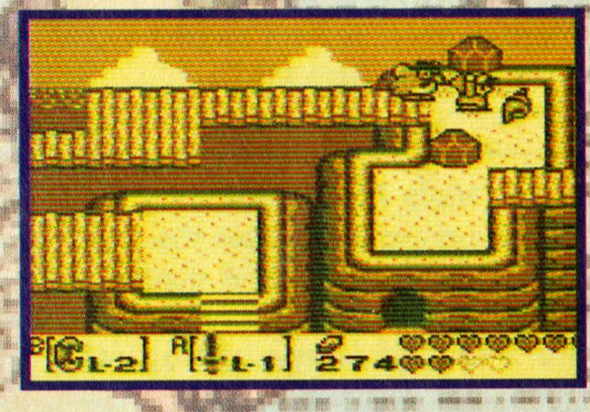

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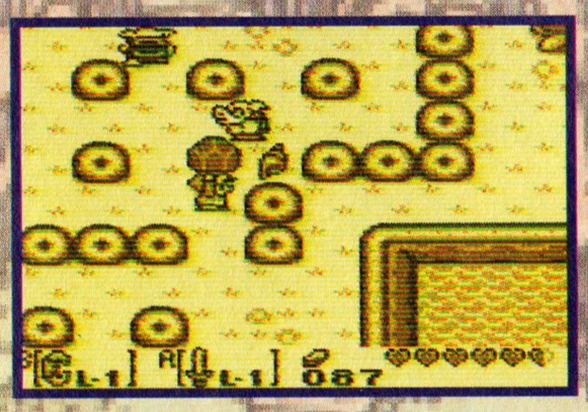
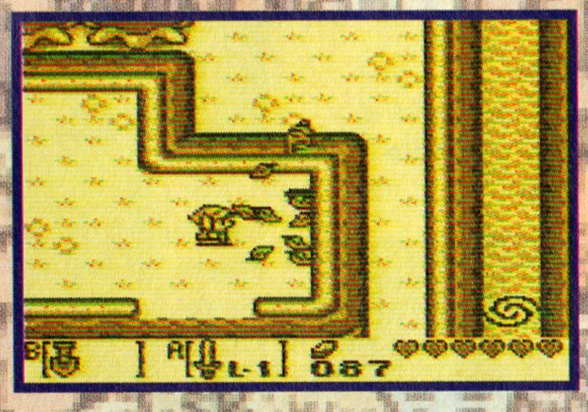
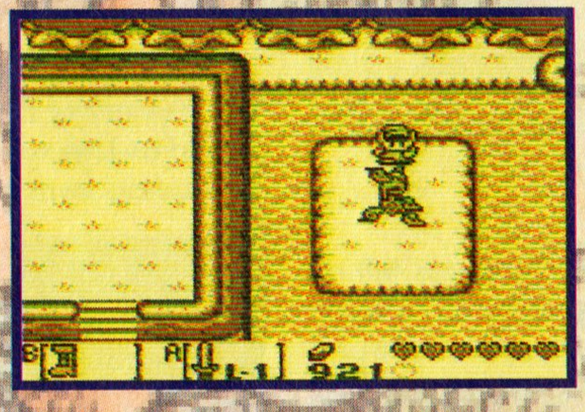


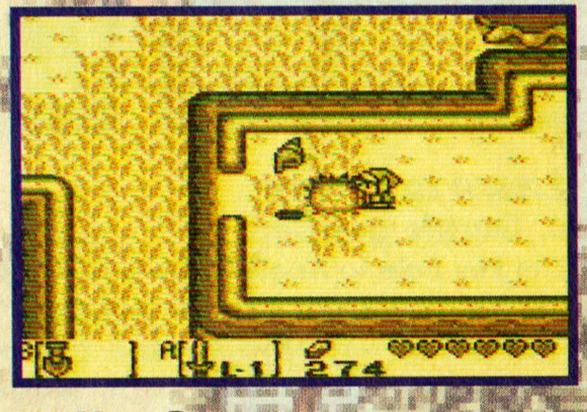
▲ Ukuku Prairie:
Raising a rock reveals a shell here.



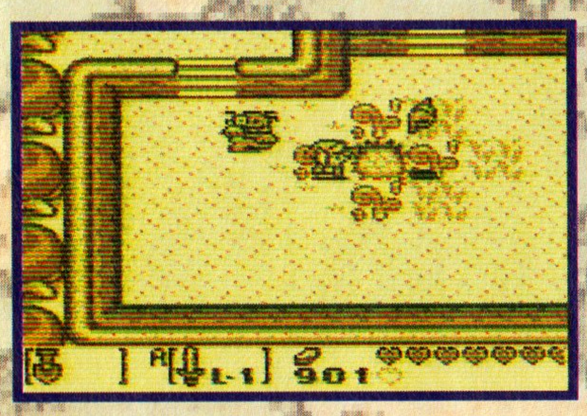
▲ Ukuku Prairie:
Another hides in the undergrowth.



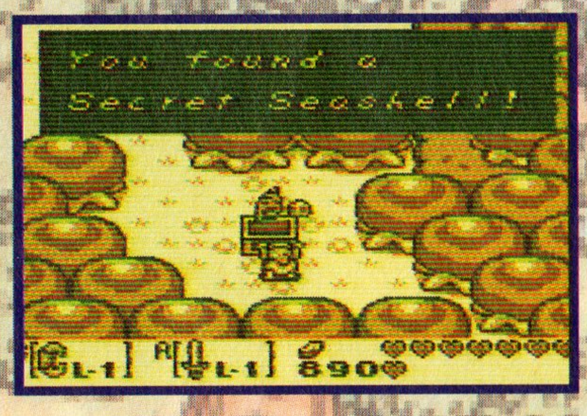
▲ Key Cavern - nearby:
Swim to this tiny piece of land and retrieve another shell.



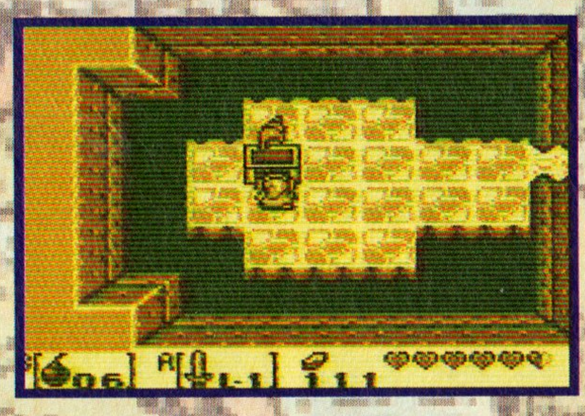
▲ Key Cavern:
On the roof of key Cavern lies another secret sea shell.



▲ Ukuku Prairie:
Near the gravestone of the lonely ghost a clump of leaves hides a shell.



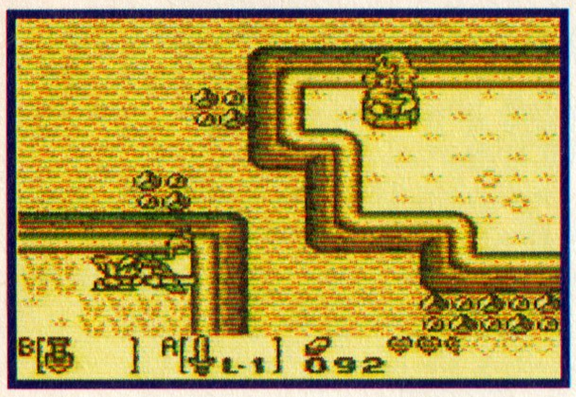
▲ Kohilint Prairie:
With the power-bracelet Link gains access to a secluded chest.



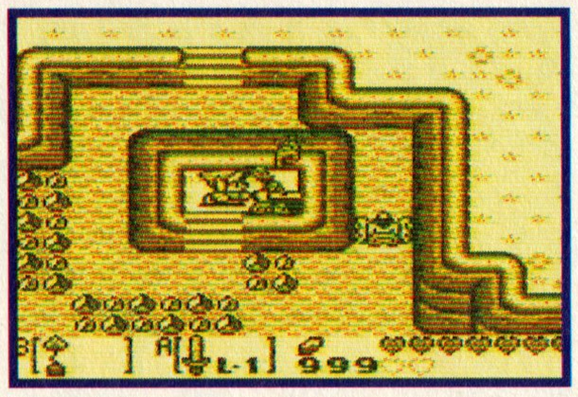
▲ Tail Cave:
Smash the wall of the Tail Cave to reveal a chest containing another.

▲ Tail Cave - nearby:
Bouncing the lone tree loosens one more.

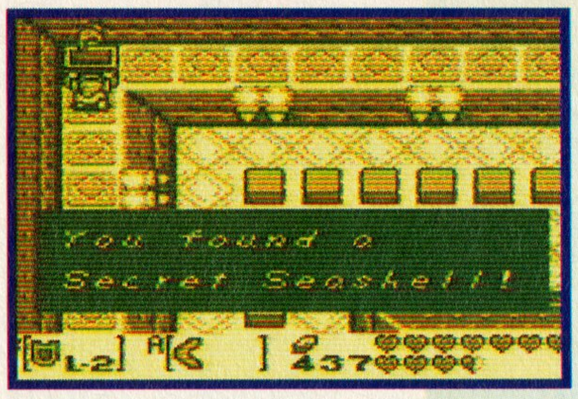
MIC INSTALMENT!



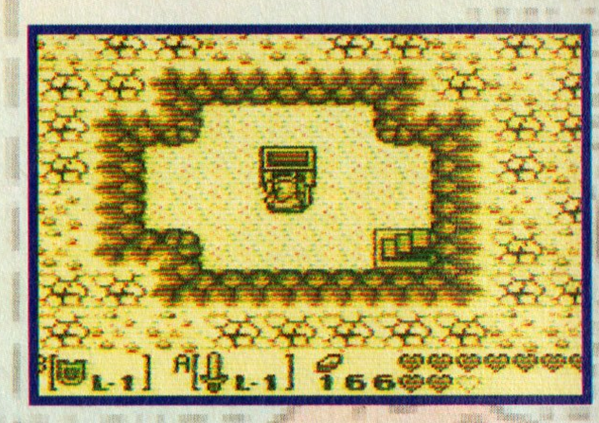
▲ Martha's Bay - nearby:
Again, a bush grows over a shell - fertile little fellers aren't they!



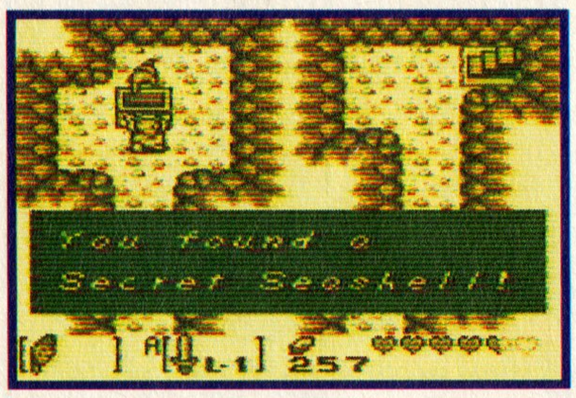
▲ Martha's Bay:
A tiny island is decorated by a bush, beneath which is a shell.



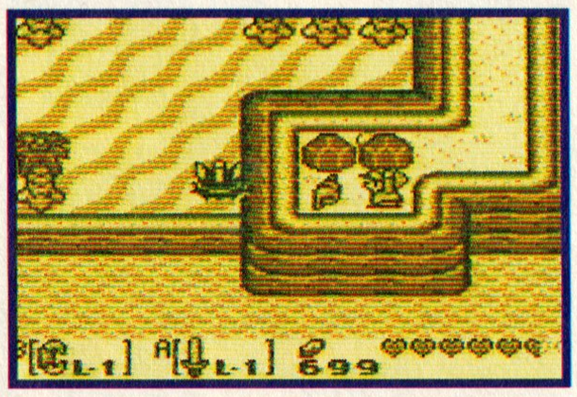
▲ Turtle Rock:
Shell number twenty, for NMS, was gleaned from Turtle Rock.



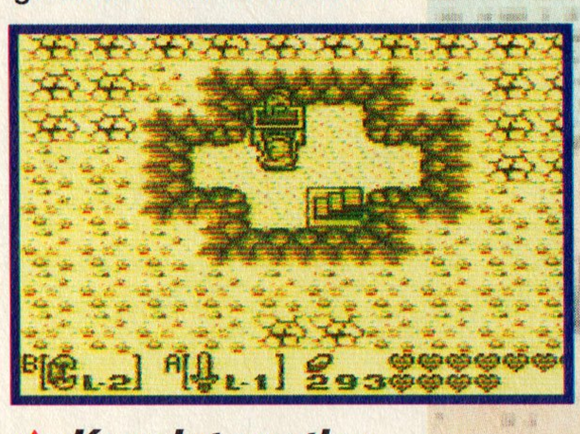
▲ Face Shrine:
A hidden stairway near the Face Shrine leads to this outpost.



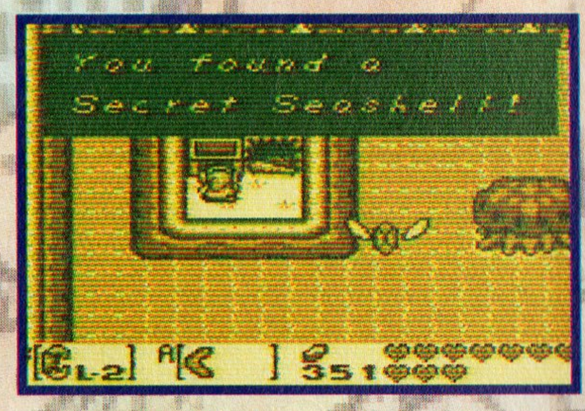
▲ Richard's Villa:
Hard to miss. Richard might as well fetch this one himself!



▲ Yarna Desert:
On the outskirts of Yarna Desert the warm stones protect a secret shell.



▲ Kanalet castle:
Use the rooster to fly over the pot-holes opposite Kanalet Castle to find a secret cavern.

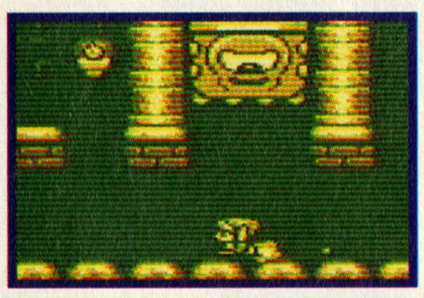


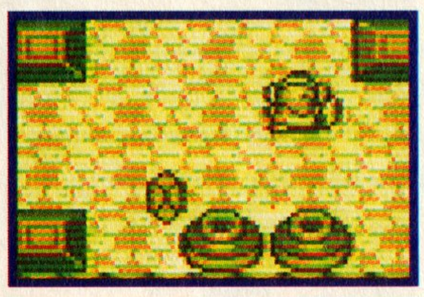
▲ Face Shrine:
Remove a statue from its placement to reveal a secret stairway to a secret sea shell.

▼ 5. Holy Lanmola!
The Lanmola Beast uses the sand to escape Link's sword but is easily done and dusted with a few swipes to its head. It releases the Angler's Key which is enveloped by the sand. Link follows to drop into a cavern below.

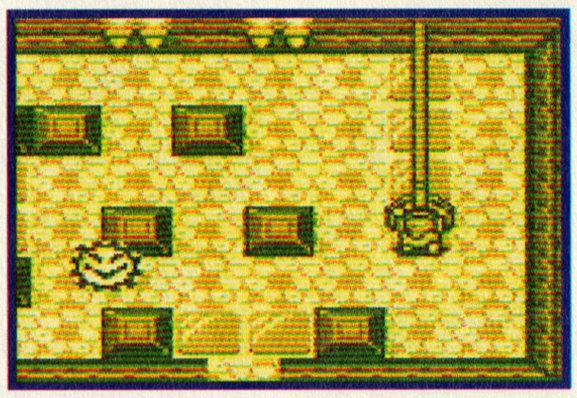
Learn to Swim:

6. Gurgle gurgle:
The key hole to Angler's Cave is found a few paces left of the warp gate in Tal Tal Heights. Our tiny hero now makes his way through the passageways of Mount Tamaranch to emerge on a ledge overlooking the Angler's Cave from which he makes a death defying leap!





▲ 7. Angler aggro:
Once inside the Angler's Cave Link is required to think on his feet about many things. Thwomps (top left) strike Link squarely on his bonce unless he makes use of the Pegasus Boots. Also the majority of rooms' secrets only appear once all the enemies are eliminated.

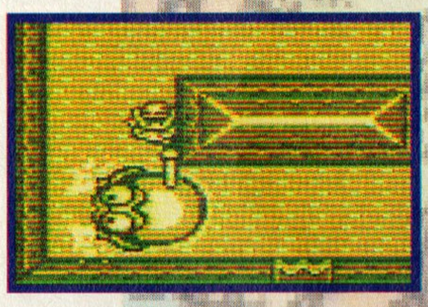


▲ 8. Getting a grip:
The mystery of the closing blocks is solved as Link tugs on the handle protruding from the wall.

▲ 9. Collect the Flippers:
Flippers allow Link to explore those areas of Koholint that are deep under water.

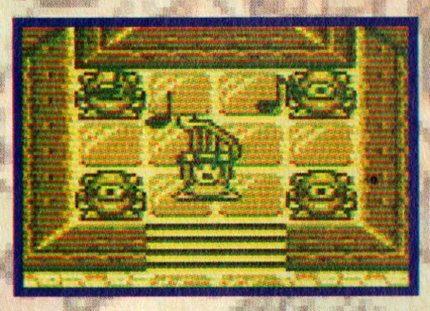
▲ 10. Dropping down a key:
The flippers also enable Link to claim the key gained from defeating the enemies found in the room with two holes in the floor.

▼ 11. Cue Ball:
The mid-level guardian frantically charges its victims into submission. By hiding around corners Link is able to attack whilst remaining perfectly unscathed.



▲ 12. On the tiles:
Link enters a room where the pattern of some flashing tiles is learned. Swimming through deep water, Link mimics this sequence in the room situated below and to the left and a stairway appears.

▲ 13. Angler Fish:
This Nightmare guardian is best dealt with quickly with repeated blows to its baiting tentacle. Should Link hasten into action too late the bad-tempered fish rams the walls of its flooded domain to loosen rotting masonry and disturb its vicious accomplices into deadly action! Link emerges from the water to lift the Surf harp from its resting place.



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THE LEGEND OF ZELDA
LINK'S AWAKENING

Catfish's Maw:

▼ 14. Manbo's manbo:

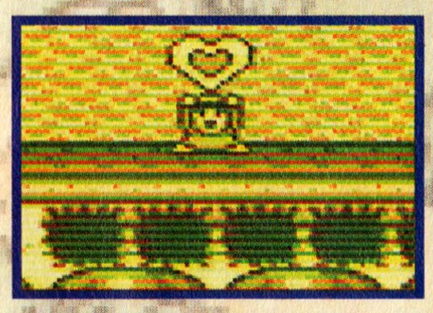
Immediately after leaving the Angler's Cave Link swims Westward into Manbo's Cave. Here a charismatic fish and his Salsa band teach Link a cool new tune for his Ocarina.

▼ 15. So haunt me!

As soon as Link is back on dry land he finds himself being pestered by a lonesome ghost, intent on finding its way home. Having led it to the abandoned house by Martha's Bay Link is finally asked to lead it to a place of rest. The solitary grave found south of the witch's hovel is ideal. In fact the ghost settles for nothing less.

▼ 16. Bring me my flippers!

It pays great dividends for Link to use his flippers at every available opportunity.



Paddling around the castle moat, Link ducks under the water and finds a piece of heart.

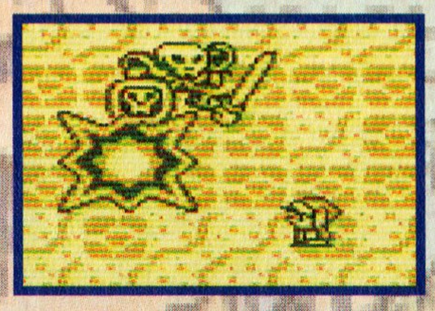
Dipping his head beneath the surface of the water is also a great way to avoid Zola fireballs. It is also the only way to enter the Catfish's Maw.

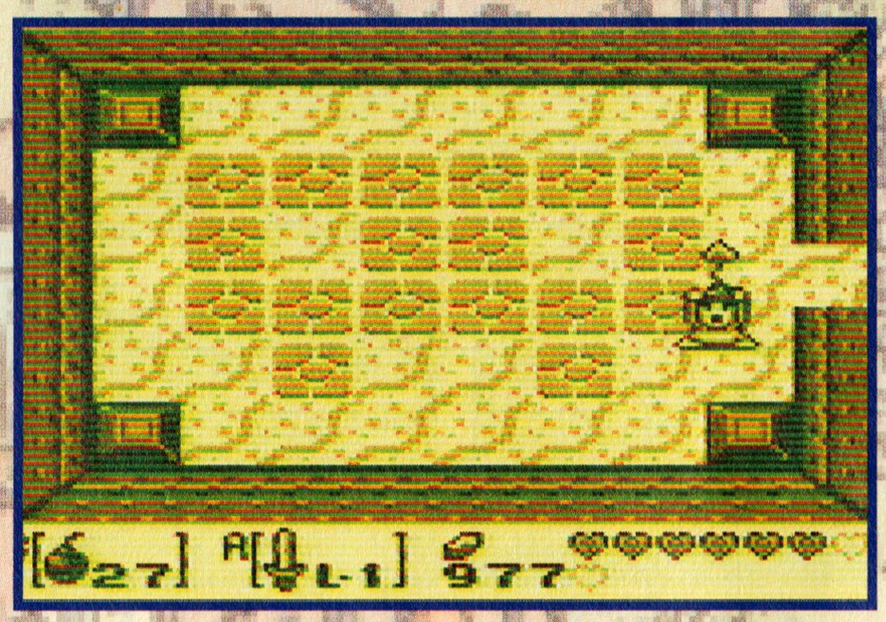
18. Gutted

Ducking beneath the waves Link finds the entrance to the Catfish's dungeon - home to the Slime Eel. However Link's main concern is a character named Master Stalfos.

▼ 19. Falling Down:

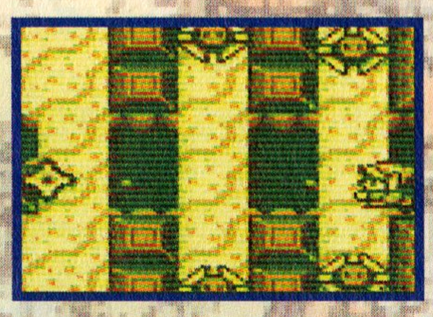
Master Stalfos is, to all intents and purposes, a bloody great skeleton - with a bad attitude. Link meets with him four times but each confrontation is exactly the same in terms of tactics: Have Link drop Master Stalfos with his sword, causing the lean one to crumble into a pile of bones. Nestling a bomb in the remains is the only way to damage Stalfos enough to scare him away. Eventually, Stalfos relinquishes its hold on the Hook Shot.





▼ 20. Catching on:

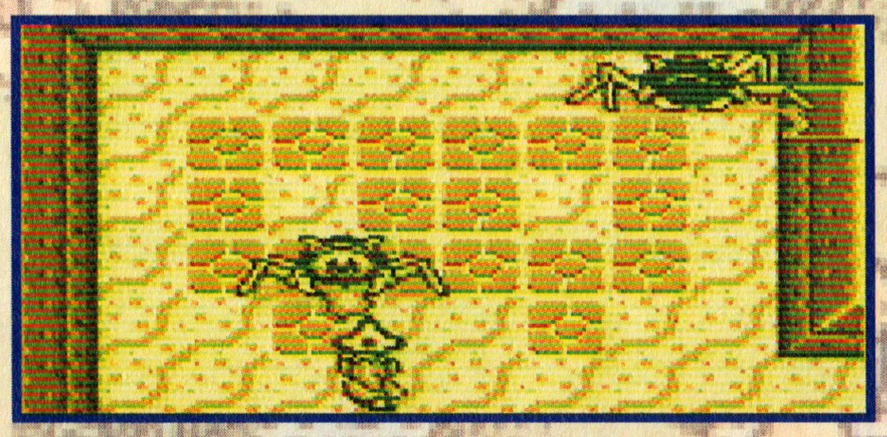
With the hook shot Link pulls himself across some of the larger gaps by attaching it to objects such as chests and blocks. Bridges are also made by Link's employment of the hook shot to catch hold of the tiny hooks seen in some areas.



An Iron Mask's defence is foiled when Link snatches its mask away.

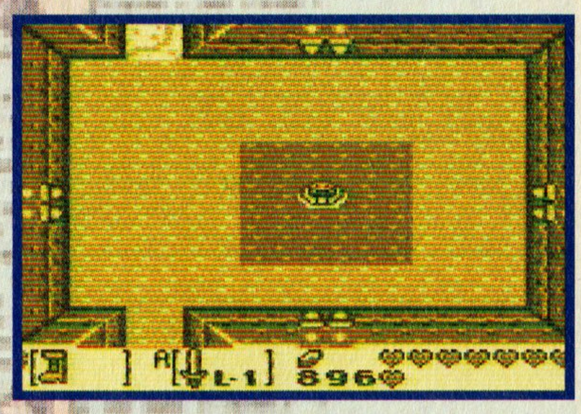
▼ 21.Go-go Gohmas:

Huge, spider-like creatures known as Gohmas challenge Link mid way through the dungeon. Arrows are extremely useful against them. Take care not to position Link in front of the Gohmas as they start to shudder: this indicates that they are about to charge downwards. They are terribly fast!



▼ 22. Well well:

Heeding the advice of the stone slab Link takes a dive into a well situated in the centre of the dungeon's most flooded room. This is the route to the chest containing the Nightmare key.



▼ 23. Slime Eel:

Slithering between Link and the Marimba instrument is Slime Eel. Whilst dodging its thrashing tail, Link concentrates on drawing the guardian from its hiding place with his Hook Shot. With the eel snagged our valiant Hyrulian slashes its heart with his sword.

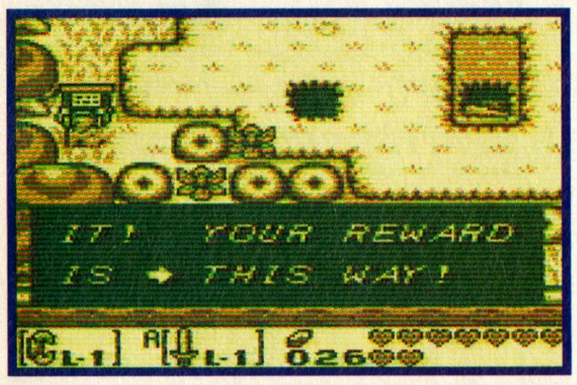
Face Shrine:

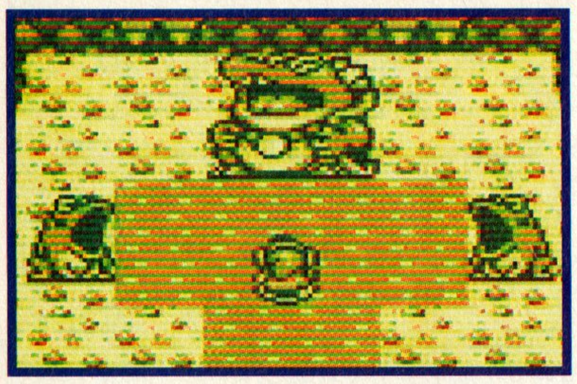
Eastern Mount Tamaranch is ripe with exciting opportunity though its main prize is out-of-bounds for a while yet. Two specific locations are essential venues for Link to exercise the use of his Hook Shot:

24. The Sign-Post Maze:

Before Link enters the maze, ensure he is carrying at least 300 rupees, otherwise he is wasting precious time! The point of this exercise is an important rendezvous with Mamu the Frog of Soul! For the price of 300

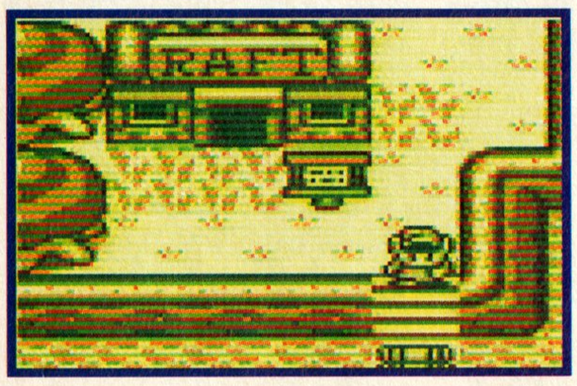
rupees Mamu recites the Frog Song of Soul - a tune so dreadful it remains in Link's memory forever!





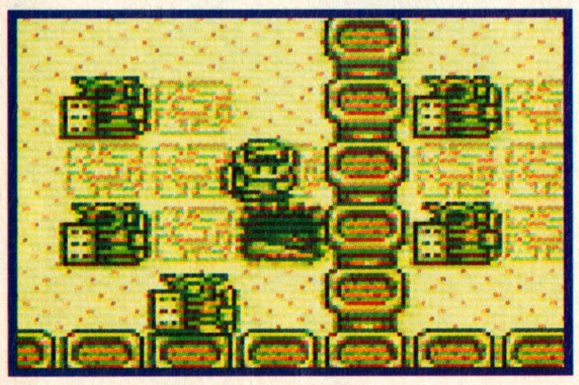
▼ 26. Rafty:

At the far eastern reaches of Tal Tal Heights is an island. The quickest way to get there is by use of Link's Hook Shot.



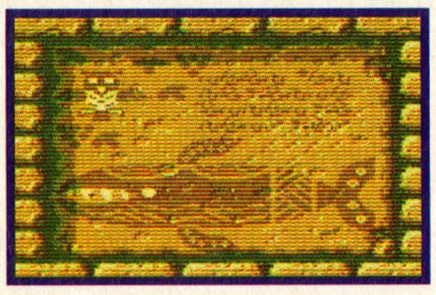
Writing on the wall:

The key to the Face Shrine is held by a terrifying Armos Knight who lurks in another Shrine, south of the river. To reach this place Link travels through a labyrinth of pillars and statues. At first it seems access is denied but Link is able to move many of them with his shield. In every case it's better to have Link avoid physical contact with the statues as some become live and dangerous! Arrows are the best defence should this occur.



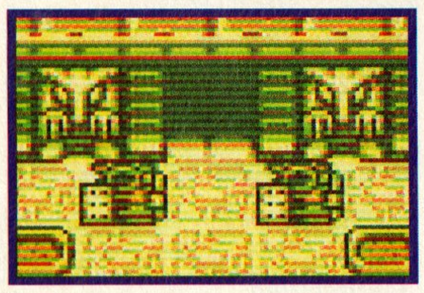
27. Armos Knight:

Only with a healthy supply of steel-tipped arrows does Link stand a hope of breaking through the Armos Knight's guard. Also, equip Link with the Roc's feather to prevent loss of balance when the knight shakes the ground. It's quickest and easiest to have Link aim a steady stream of arrows at the knight: Arrows knock the foe backwards, preventing Link from getting crushed. After defeating the knight Link takes time out to examine the ancient inscription on the wall in the adjoining room.



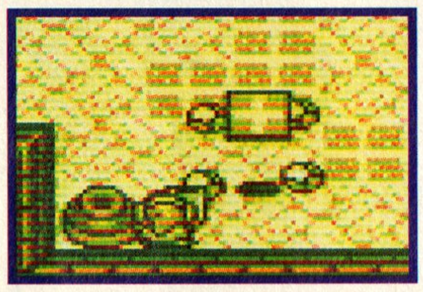
Face down:

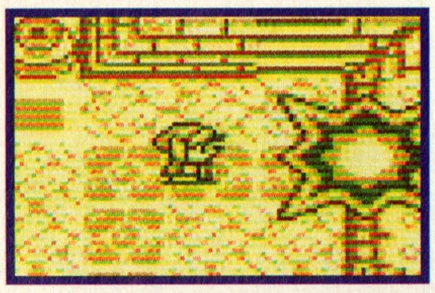
To reach the Face Shrine itself Link travels underground via a tunnel whose entrance is located on the miniature island where the two statues stand. The statue on the left hides the stairway.



▼ 28. Cover with tiles:

In the room where many tiles rise from their bases and fly towards Link, simply have the lad raise his shield and wait in a corner until their work is done.



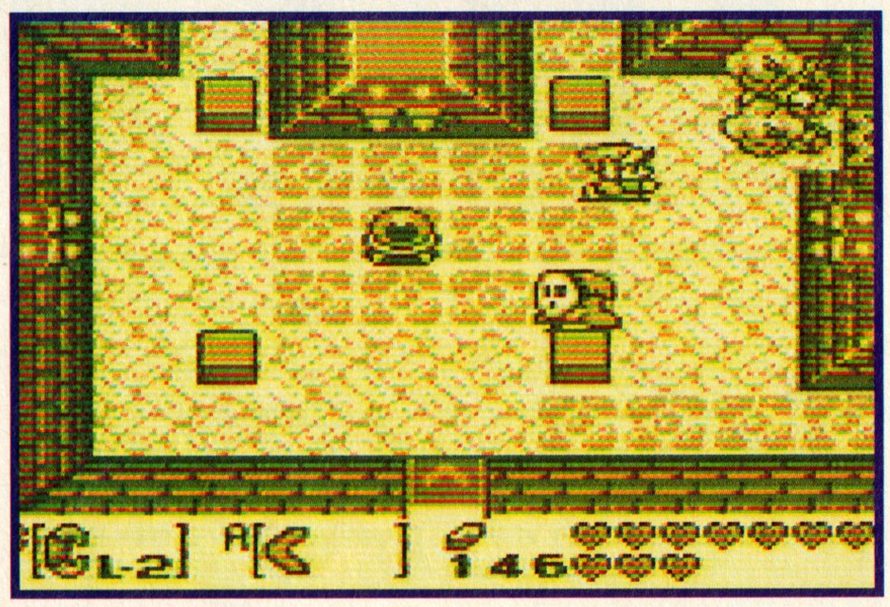


29. Follow the green/ grey brick road:

It is here Link makes use of his sword's acoustic ability to 'sound-out' hollow walls. A path is noticed heading into a wall, so placing a bomb where the two meet is the answer to Link's problems.

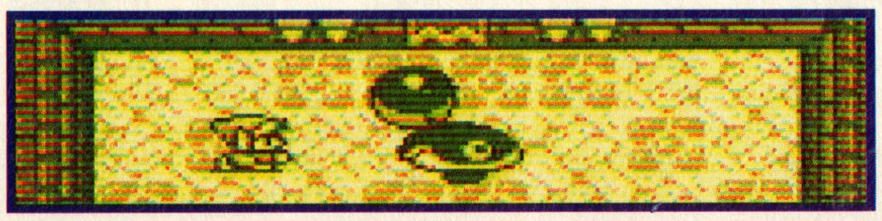
▼ 30. Give me strength:

Link's new found strength enables him to throw statues three times his size against doors to crack them open.



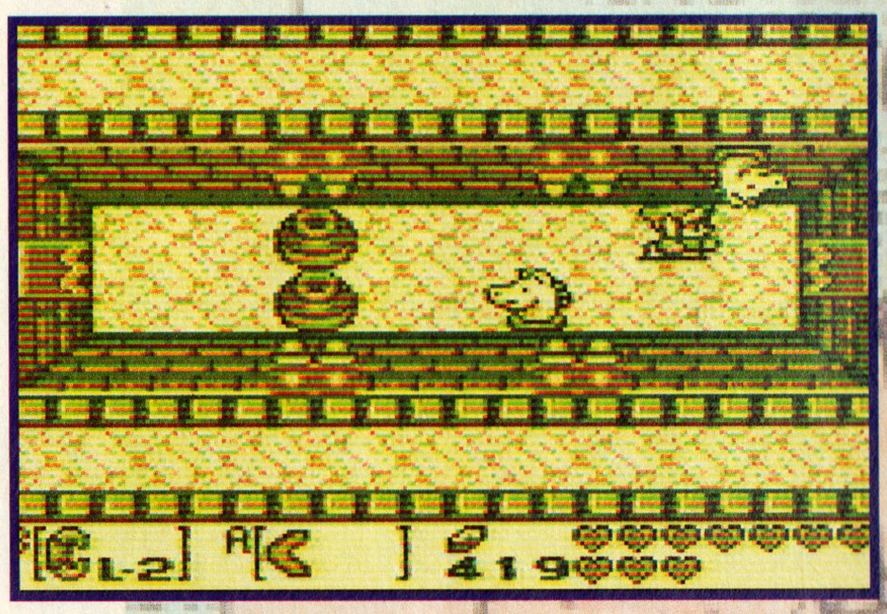
▼ 31. Smasher:

This playful puppy wants to play ball and Link is happy to oblige! By dodging the heavy ball thrown at him then returning it with the force of ten Moblins, poor smasher soon tires of the day's frivolities!



▼ 32. Knight knight:

Marble horse's heads are bounced from the walls of rooms, until they stand upright, to open doors.

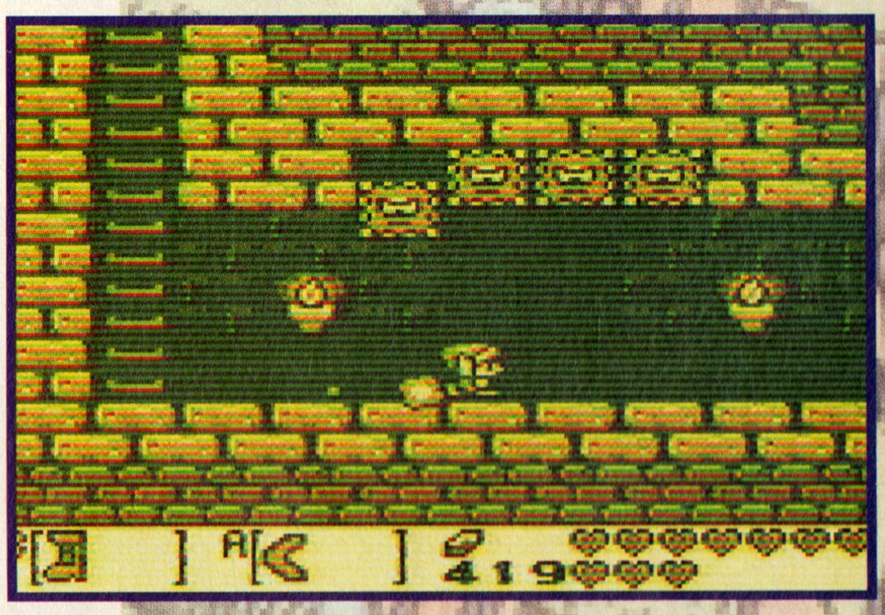


33. Dodongo Snakes:

First encountered in Key Cavern, Link hurriedly satisfies the snakes' appetite for explosives sending them away with chronic indigestion once more!

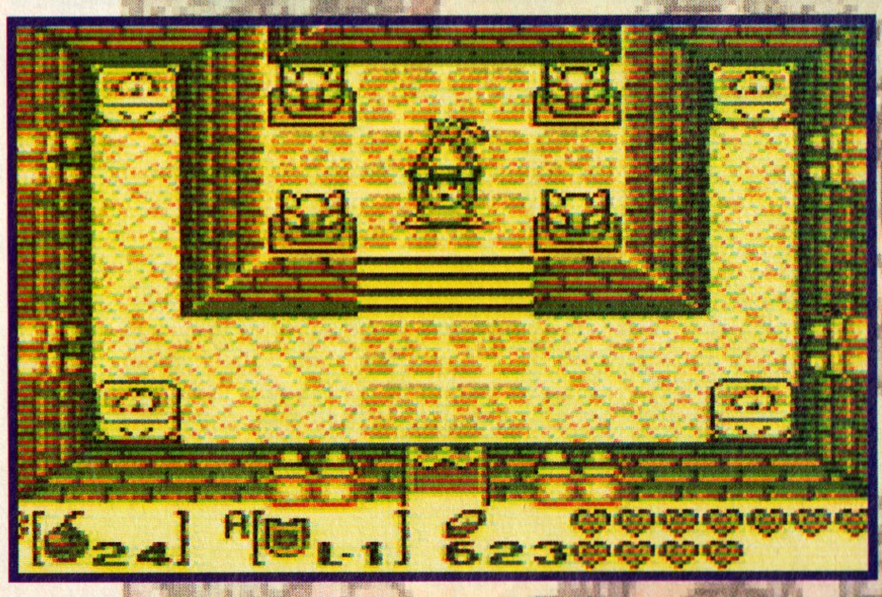
▼ 34. Assailant running:

Thwomps hanging from the roof of the underground passageway are cheated by having Link scurry beneath them all aided by his Pegasus Boots.



▼ 35. Facade:

It's fitting that such a simple instrument as a triangle is guarded by a relatively easy obstacle such as the grim Facade. Protect Link against the barrage of tiles with his shield then simply have him place bombs on the face as it appears. Holes appearing in the floor are easily avoided.



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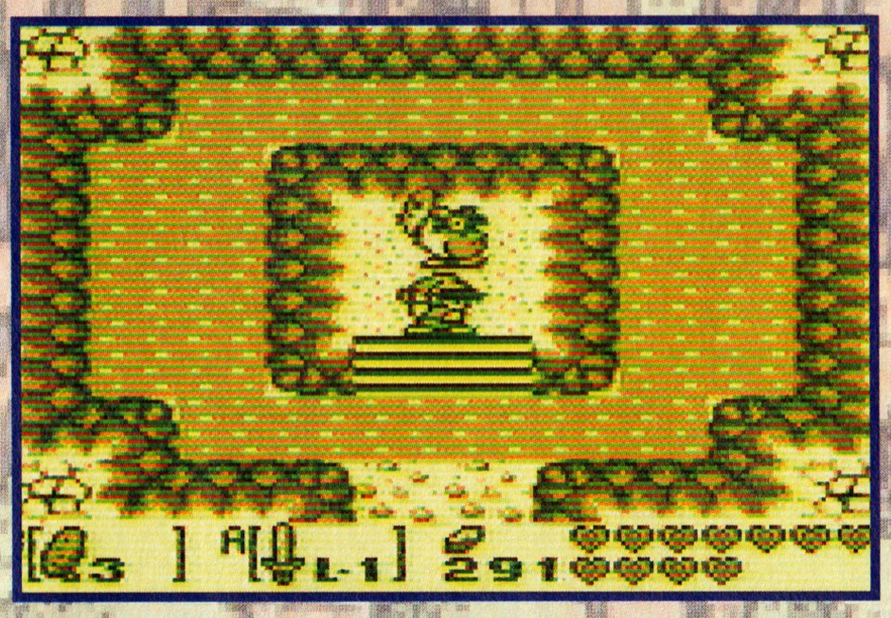
THE LEGEND OF ZELDA LINK'S AWAKENING

Eagle's tower:

Link is one step away from reaching his full defensive potential. Only one accessory - the Mirror Shield - is left to find, and it is trapped inside the Eagle's Tower. Before travelling there an important, magical event is to take place...

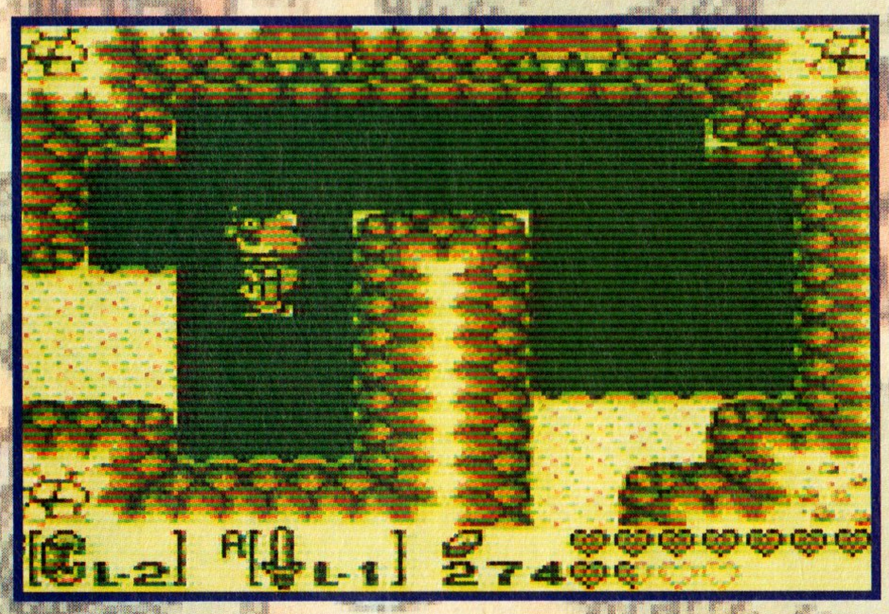
▼ 36. New life

Beneath the weather cock in Mabe village's square lie the bones of a small bird. They are the remains of the legendary Flying Rooster of Koholint. Upon finding the bones Link plays the Frog Song of Soul to awaken the bird's spirit.



▼ 37. Walking on air:

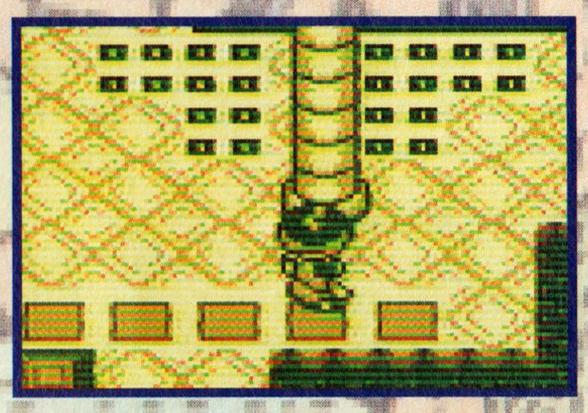
With the rooster in tow Link heads towards the eastern Tal Tal Mountains. Here a cave is discovered where most of the floor-space is accounted for by a gaping hole. Raising the rooster above his head, aided by the new power-bracelet, Link is able to fly over this insubstantial obstacle to access the elusive Bird Key.



(ABOVE) "OK bird, you have two choices - you either shut up and keep flapping or it's Sunday lunchtime and a box of Paxo up the bum for you, mate..."

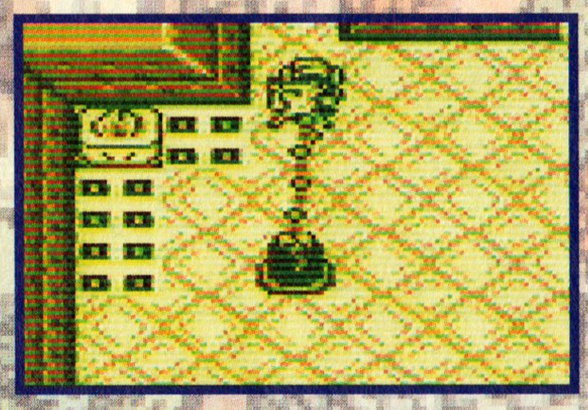
Faulty tower:

An adventurer needs every fraction of brain-power available when attempting to exhume the penultimate Nightmare dungeon. Link is constantly forced to regard the entire Eagle's Tower as a whole and not as individual sections grouped together. A player's key to success is to keep a permanent three-dimensional image of the tower's layout in mind before making any decisions on Link's behalf. The rooster offers no further assistance. Upon crossing the tower's threshold it abandons it's master for ever. Once inside Link's prime directive is the felling of four pillars, serving to support the tower's currently inaccessible fourth storey.



▼ 38. Reflective

Thinking back to how the first floor is planned, Link makes use of the orderly holes in the second floor to fall and land nearby a crystal switch. Ascending the stairs once more Link is now able to claim the Mirror Shield from a chest previously obscured by blocks. He is now able to deflect laser attacks.



▼ 39. Kirby!

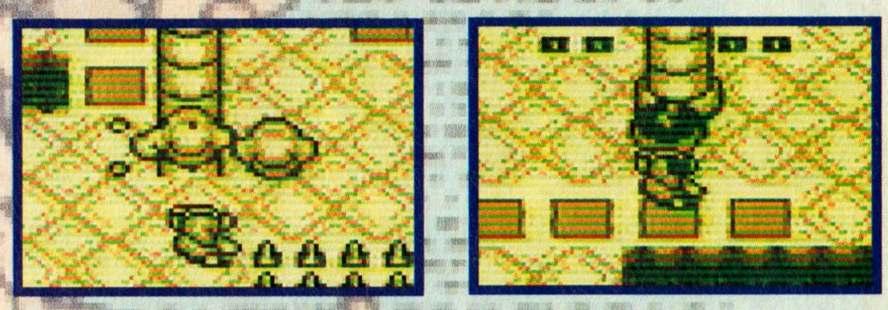
It appears even Kirby is out to get Link! Well, not quite. The Kirby look-alikes found in Eagle Tower are actually Anti-Kirbies - evil twins - and not the lovable, friendly character we all know so well at all. Phew.

40. Drop gap

Also, an all-important small key is reached by dropping from the hole in this first second-floor room.

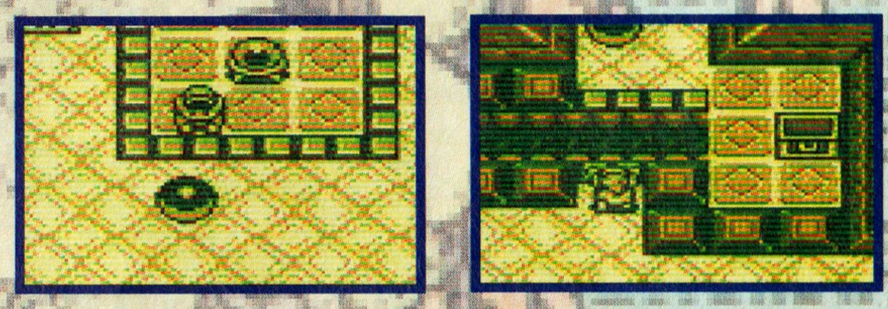
▼ 41. Blast from the pass:

A bomb is used to blast a hole in the wall in the small, enclosed corridor on the second floor by first shoving a block to act as a ledge in front of the topmost crack. Placing a bomb in here opens a hole. Using the revolving door Link may now proceed through the room with the performing tiles and back into the corridor to place another bomb by the bottom wall.



▼ 42. Bowled over:

Link conveys the bowling ball to the room where the crystal switch is encased by a low wall. So long as Link has a small key with which to remove the key-block in the adjacent room he may re-enter this room via the right-hand side and carry the bowling ball onward to the room on his left where another low wall allows him to toss the ball into the room beyond.

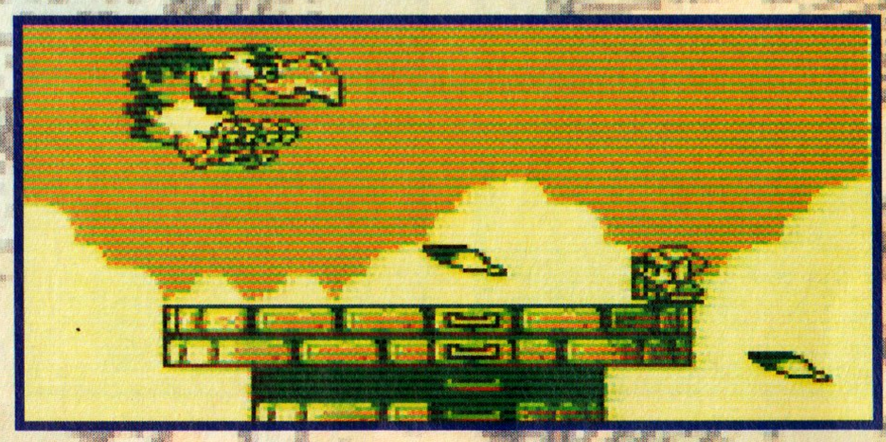


▼ 42. Grim reaper:

Eventually Link wends his way to the Grim Creeper's enclosure. It bothers Link with its pet bats but our hero promptly clips all their wings with his sword and the Creeper toddles off.

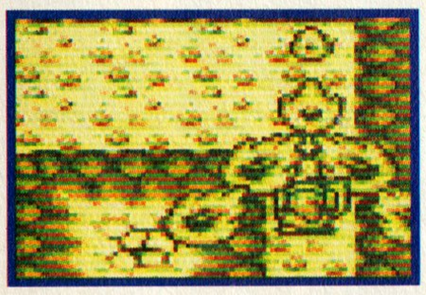
▼ 43. Evil eagle:

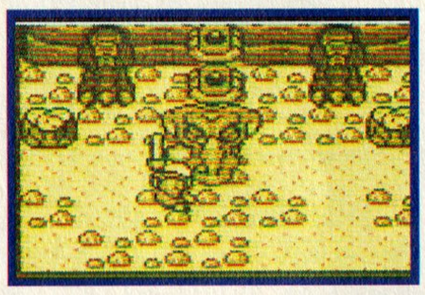
Once all pillars are demolished the roof of Eagle Tower caves in and link is free to wander upwards and outwards, then upwards again to where the Evil Eagle whiles many miserable an hour. The big buzzard uses the draft from its wings to blow Link from its perch, dive bombs and hurls feathers to spear its enemy. Armed with Mirror Shield and Hook Shot Link soon cooks this turkey.

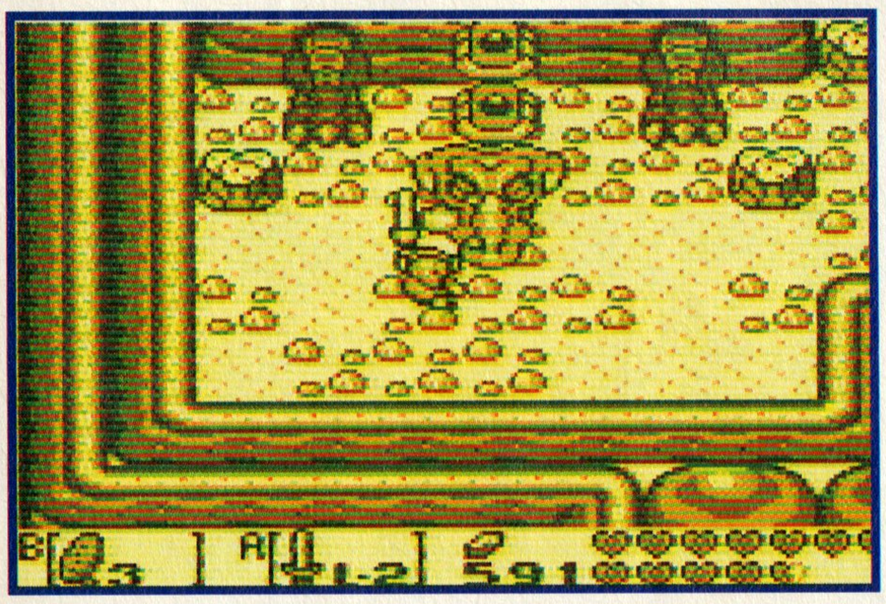


THE LEGEND OF ZELDA LINK'S AWAKENING

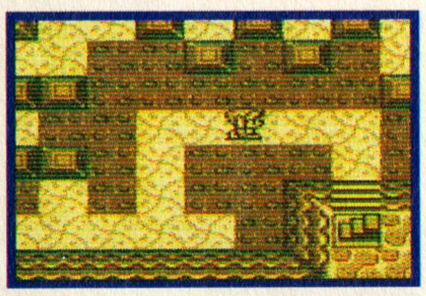
Turtle rock:
Link now heads west to where Turtle Rock has sat, undisturbed, for thousands of years; using the Mirror Shield as protection against the incinerator. Once there it is necessary for the part-time musician to awaken the sleeping stones with the Frog Song of Soul. Though the turtle's head lunges at Link it is easily laid to rest with a few swift attacks. Four of the mini-bosses encountered earlier in his quest are the least of Link's problems!

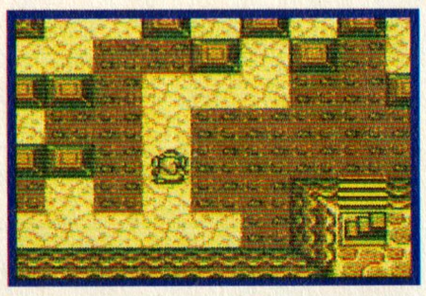


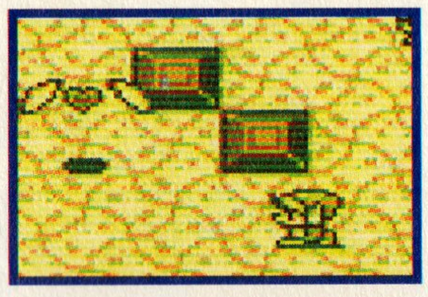


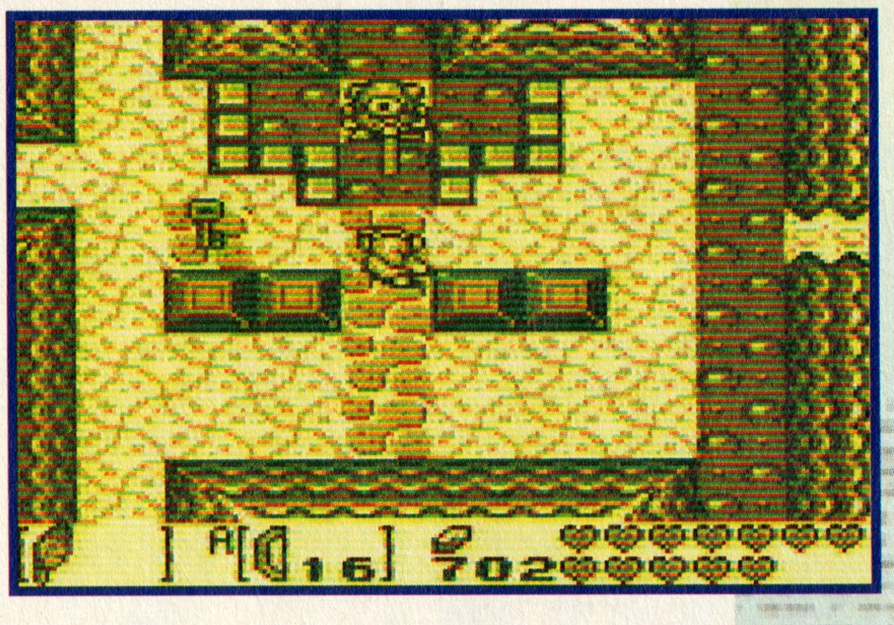


▼ **43. Path finder:**
The unravelling of Turtle Rock's secrets is begun when Link realises how to guide the floor-making blocks with his mind. Completing floor space makes keys and chests appear.









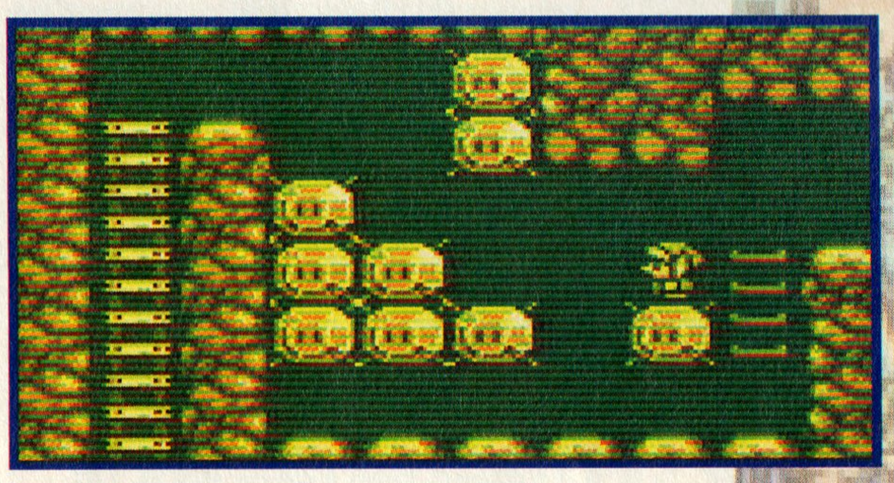
▲ **44. Vision division:**
Striking the eye of the lone, Hinox, statue triggers the release of a small key.

45. Look down on happy, smiling snakes...:
...and drop bombs on them! Link tackles the Dodongo Snakes found in the outside terrace by feeding them from above.

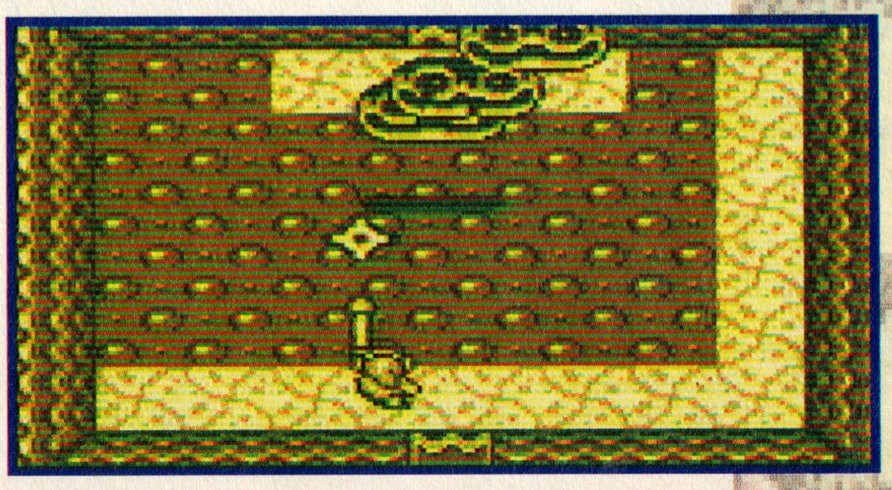
46. Crystal flail:
In the room to the left of Smasher there a hole in the wall creates access to a crystal switch. Failure to strike the switch finds Link running into blocks obscuring his path later in the dungeon.

47. Link's too hot to handle:
A boxing creature named Blaino spars with Link to prevent him from reaching the Fire Rod. Its enormous gloves offer no protection to its puny rump, however, and Blaino is soon out for the count.

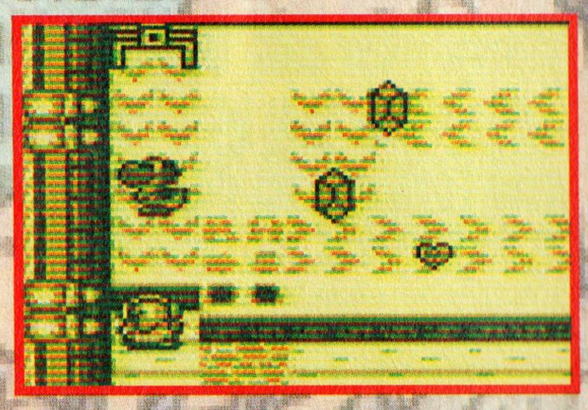
▼ **48. Global warming:**
Circular blocks of ice prevent Link from passing through the underground tunnels. With the fire rod it's possible to melt them.



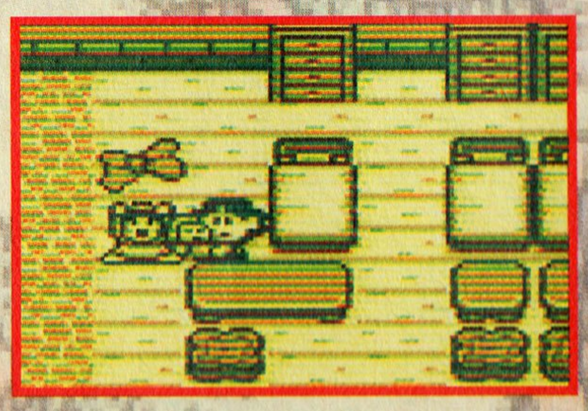
▼ **49. Hot head:**
Lava is a prominent feature in Turtle Rock and Link now discovers why. Hot Head is the dungeon's master: A fearsome ball of flame with a wicked face and temper to match. Swift, successive strikes with the Fire Rod offer the flamed one action too hot for even him to handle. Link mustn't allow Hot Head to dip back into the lava pit or his protective layer is replenished.



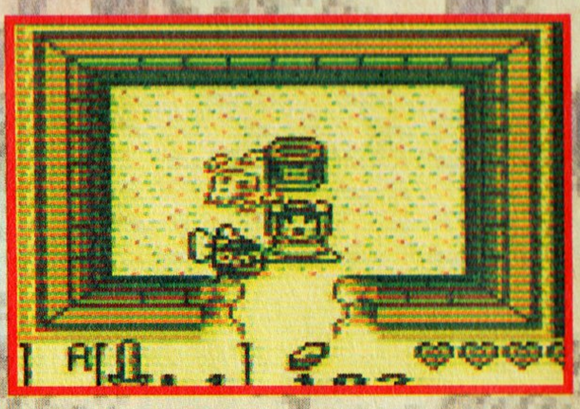
50. The Egg of tamaranch
To the egg! By playing the Ballad of the Wind Fish the eight instruments accompany the egg cracks open to reveal a small door. However Link is utterly lost without instructions learned from the mysterious book in the library of Mabe Village. Without the magnifying glass this book is impossible to read. Is there something Link has missed?



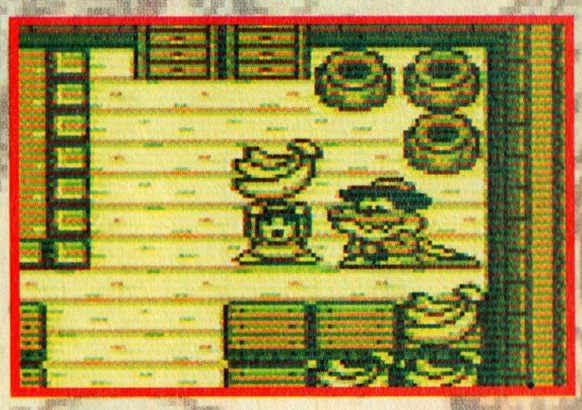
▲ **ITEM 1. Yoshi:**
In Mabe Village the Trendy Game shop has a Yoshi Doll on offer. It's the only one of its kind!



▲ **ITEM 2. Ribbon:**
Link presents the quadruplets' mother with the Yoshi doll in exchange for a ribbon.

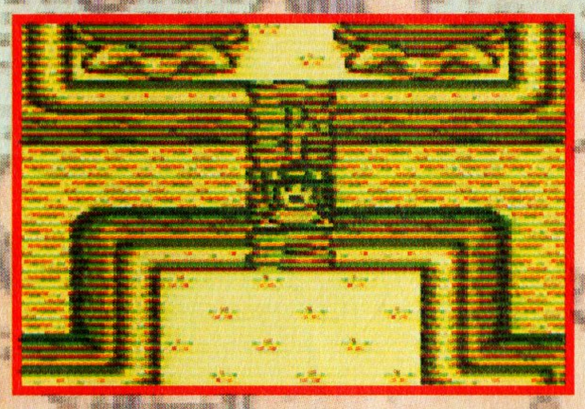


▲ **ITEM 3. Tinned meat:**
In the kennel next door to Madame MeowMeow's house lives a little Bow Wow. It looks cute in a ribbon - better than Link at any rate - and donates a tin of its food in gratitude.



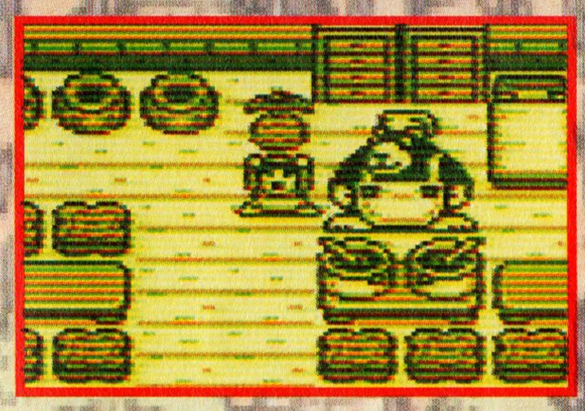
▲ **ITEM 4. Banana:**
In a beach hut a crocodile named Sale exchanges a bunch of his finest bananas in exchange for a taste of tinned meat.

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

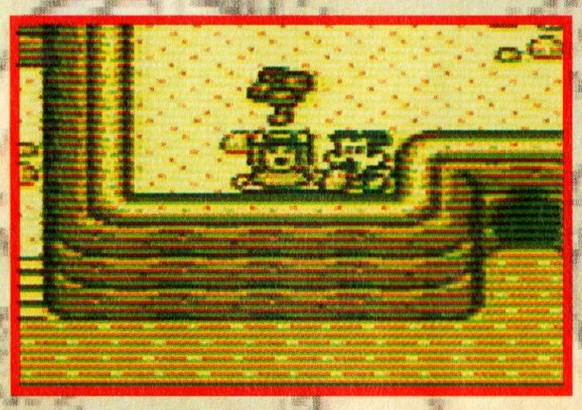


▲ **ITEM 5. Stick:**
Kiki the monkey's friends help build a bridge for Link. All they ask for payment is the bananas. Luckily for Link the primate crack-team leave a loose stick behind.

▲ **ITEM 6. Honeycomb:**
East of the village Link meets Tarin standing by a tree. The greedy fellow has spied a tasty honeycomb but cannot reach it. In batting the honeycomb down with Link's stick, Tarin is driven away in a swarm of angry bees, leaving the empty nest for Link's collection.

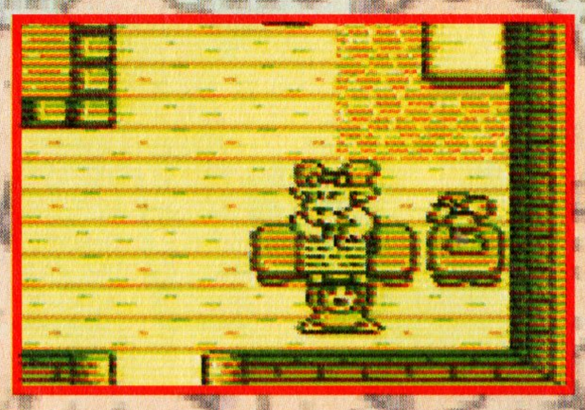


▲ **ITEM 7. Pineapple:**
Animal Village's chief chef is tired of creating pineapple dishes. He gladly swaps a spare for Link's rare honeycomb.

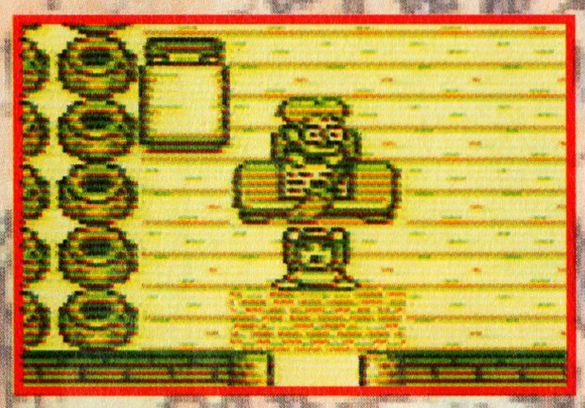


▲ **ITEM 8. Hibiscus:**
Papahl is found lost in Tal Tal Heights - just like he said. It's kind of hot up there so a thirst-quenching pineapple is very welcome. Link receives a Hibiscus in return.

▼ **ITEM 9. Letter:**
A letter-writing goat named Christine scribbles from her home in animal village. Flattered by the Hibiscus plant she asks Link to convey her message to Mr Write.



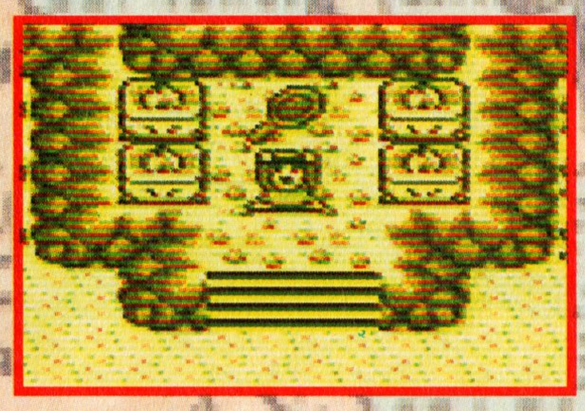
▼ **ITEM 10. Brush:**
Mr Write has few possessions. All he can give Link in return for Christine's letter is an old broom.



▼ **ITEM 11. Fish hook:**
As luck would have it Grandma Ulrira is in need of a new broom. Happy about her new cleaning implement she hands Link a large fish hook.

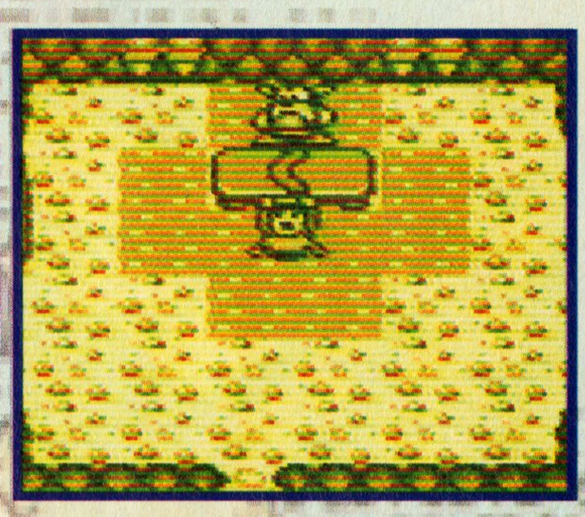
▼ **ITEM 12. Necklace:**
Swimming beneath the bridge in Martha's bay Link finds a fisherman. At least he would be a fisherman if he had a hook to fish with. Accepting Link's gift the guy soon catches a beautiful necklace.

▲ **ITEM 13. Scale:**
Such a charming trinket as the necklace can only belong to one person - the mermaid. For its welcome return the mermaid allows Link to gently remove a scale form her tail.



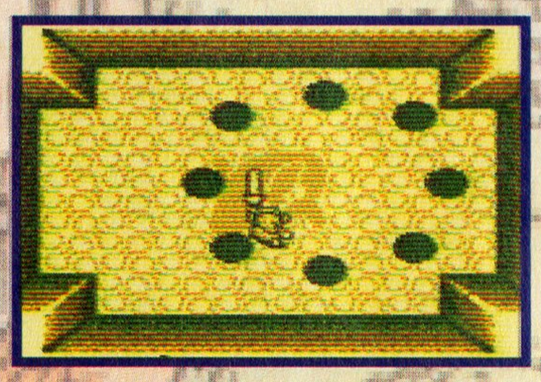
▲ **ITEM 14. Magnifying glass:**
Finally Link claims the tool with which he is able to negotiate a path to a rendezvous with the wind fish. By inserting the scale into the mermaid statue a stairway is revealed at the bottom of which is the Magnifying Glass.

51. Secret boomerang
With the magnifying glass Link is not only able to read small print but witness previously unseen things. A character who fits this description lives in a cave by Toronbo Shores. In exchange for an item such as a shovel or the generous chap agrees to provide Link with a powerful boomerang. It's one neat piece of kit!

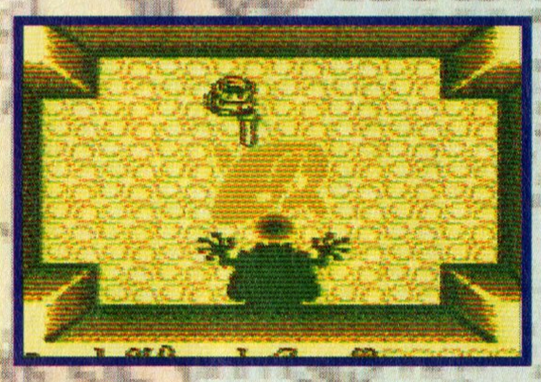


THE FINAL CONFRONTATION

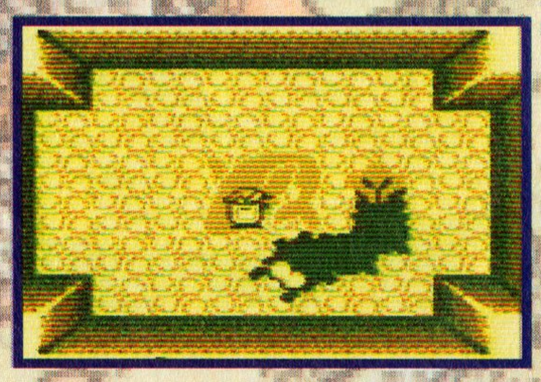
Following the directions laid out by the library book, Link meets his nemesis. It lurks at the bottom of a deep dark pit. It has no real name and no permanent form to speak of. It is the shadow of all Link's enemies rolled into one. It must be defeated.



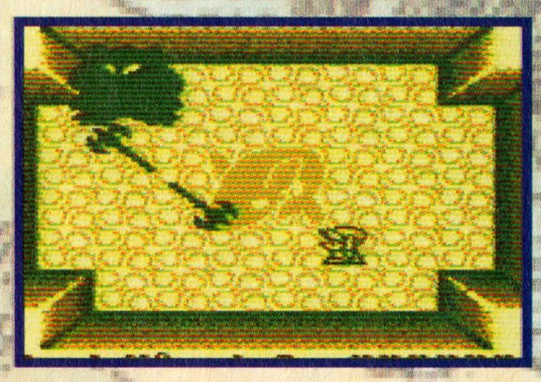
Gel:
Sprinkling the gel tree times banishes this incarnation.



Aghanim:
Just like the classic battle in Link to the Past, Aghanim's energy bolts are reflected back at him.



Moldorm:
Presents no complications. Link strikes its tail. **(Paul's special note: I can't ssstand it! It's just too brrrilliant! It iiiissss!)**



Ganon:
Oo-er! Link's swirling blade is powerful but risky against Ganon. Charging the fiend with the aid of Pegasus Boots is safer.

The final battle....
Revealing the final form of Link's ultimate enemy would only spoil your fun. Succeed and the splendid ending is yours! **YYYESSSS!**

NHS NEXT MONTH!

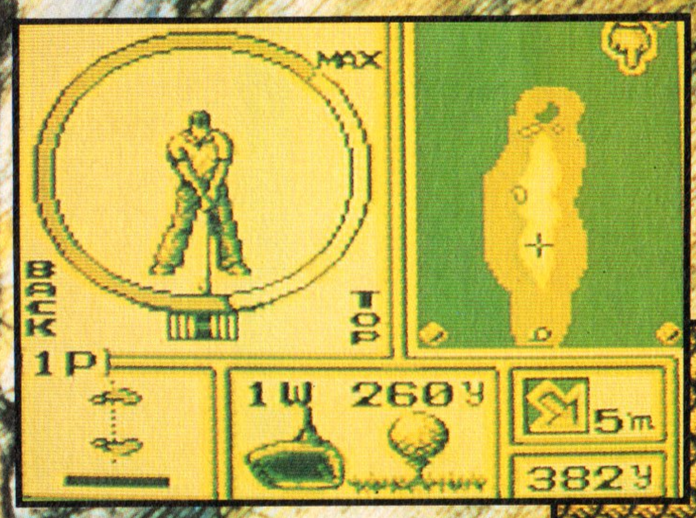
WARIO LAND
MARIOLAND 3

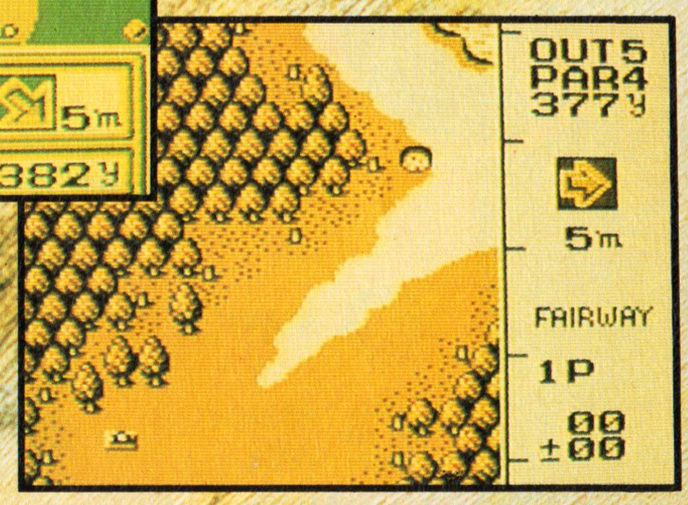
KONAMI GOLF

FORE! The ultimate professional golf challenge is here! With two courses, 36 holes, and a whole host of features Konami Golf will leave you feeling trapped, soaked and very roughed up. You'll need a keen eye and a steady hand if you're going to take on the pros at their own game.

"...with great control, plenty of challenge this is an essential purchase that ranks up there with Tetris as a game that you'll come back to again and again."

CVG, March 1994.





BATMAN The Animated Series

TINY TOON Adventures 2

MONTANA'S MOVIE MADNESS

TEENAGE MUTANT HERO TURTLES III Radical Rescue

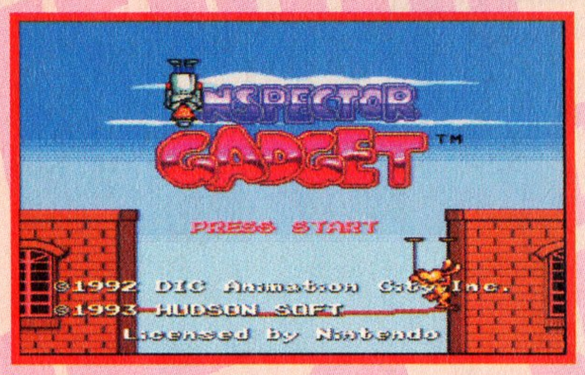
GAME BOY™ Nintendo®

KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE Telephone: 0895 853000 Fax: 0895 853003

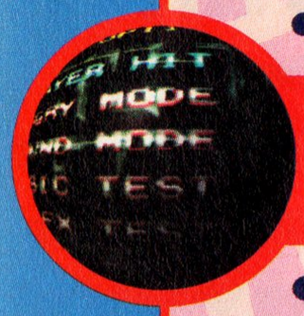
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



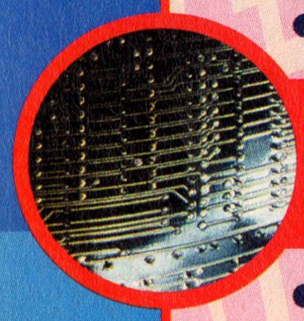
CART SPEC

- **BY:** HUDSONSOFT
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG



FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Wot dem?



GAME INFO

- **GAME ORIGIN:** Based on the not very popular cartoon series of the same name.
- **GAME DIFFICULTY:** Medium
- **1ST DAY SCORE:** 442,800
- **ALTERNATIVES:** Pick a platform game, any platform game...

CONTROLS

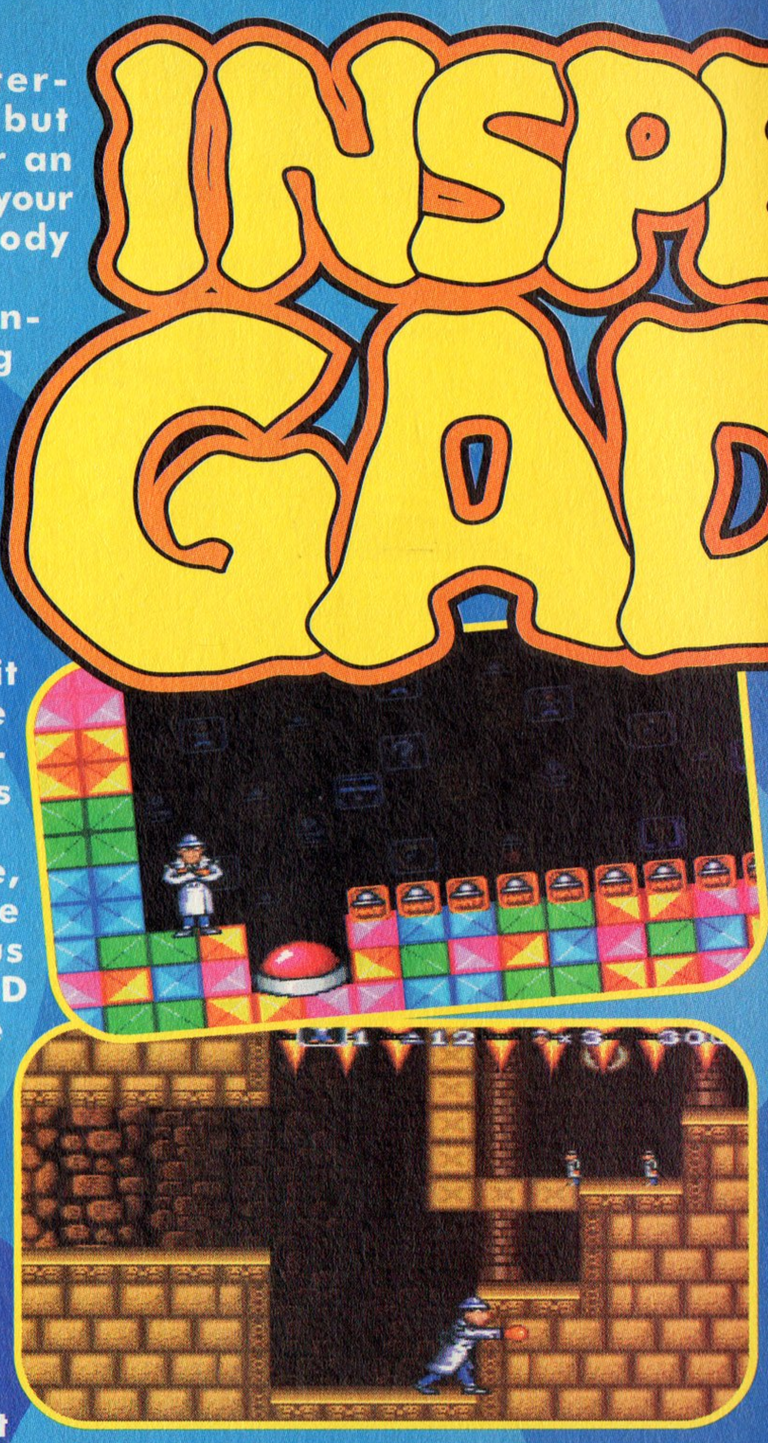
- **CONTROL:** Joypad
- **RESPONSIVENESS:** Okey Cokey

X	NOWT	A	SPECIAL ITEM
Y	PUNCH KICK	B	JUMP
L/R	L: CHOOSE SPECIAL R: CHOOSE SPECIAL		
S	START: PAUSE SELECT: NOUGHT		

INSPE GAD

Remember those hot sunny afternoons? You'd come in, weary but happy, and turn on the telly for an hour or so- just as a relaxing end to your afternoon and what comes on? Bloody Inspector Gadget, that's what!
Remember those lazy Saturday mornings? No worries, no hassles, nothing to get up for. You switch the telly on for something to idle the morning away and what comes on. Bloody Inspector Gadget, that's what!
I chuffing hate Inspector Gadget, me. There was a time when it seemed he was on whenever I switched on the TV. So imagine my unbridled joy when it was decided that I was going to be the guy fortunate enough to join in bumbling bionic bobby's latest adventures on the Super NES. Oh happy day!

Here we go then. Gadget's neice, Penny has been kidnapped by the nefarious and somewhat mysterious Claw - head honcho of the wicked M.A.D Organisation. This is unfortunate because Penny is the brains of the outfit and has saved her idiotic uncle's behind more times than, ooh, alot. So off Gadget goes with the daft idea of rescuing her. Hey, and I bet you can imagine what kind of hilarity ensues as he attempts to negotiate the M.A.D. agent-infested platform levels that stand between him and his neice. Oh dear me, my sides are just a-quaking with mirth.



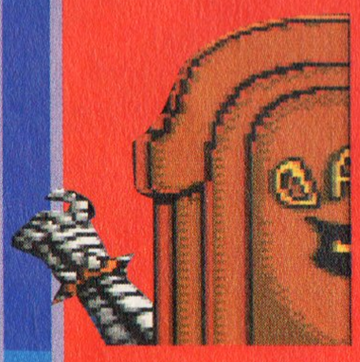
(ABOVE) Go go Gadget punching innocent brick walls.

COMMENT

GEORGE

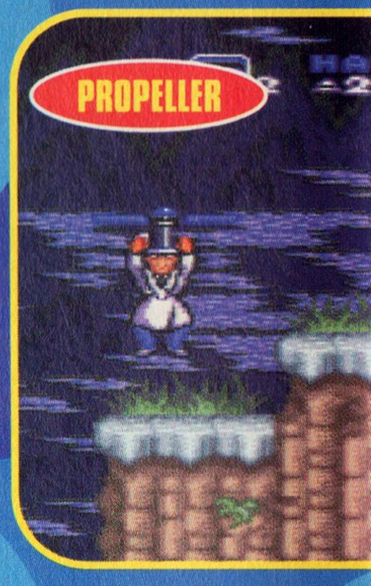
Bringing Gadget out on the Super NES isn't the smartest idea in the world and I was far from thrilled when it turned up.The game is loosely based on the series, but the only features which have really survived from the cartoon are the gizmos at Gadget's disposal, all of which come into play sooner or later. However, I can't help thinking that a few levels are complete rip offs of Quack Shot. The action is sparse, sound and graphics likewise, and there's nothing new to shout about. But it must be said that this isn't half as bad as I was expecting. The urge to progress through the game is still very strong, and you're definitely curious to see the next level. Fans of the genre will enjoy it and fans of Gadget will be laughing all the way to the Leeds. Not bad at all.

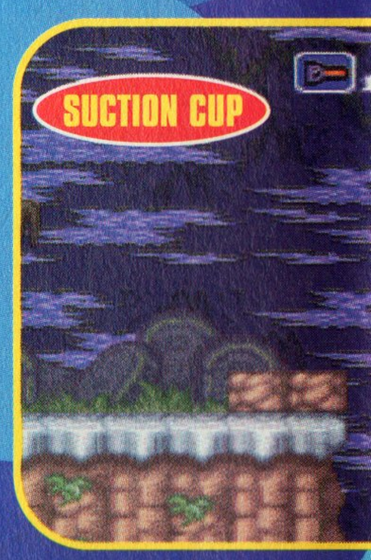
COMMENT



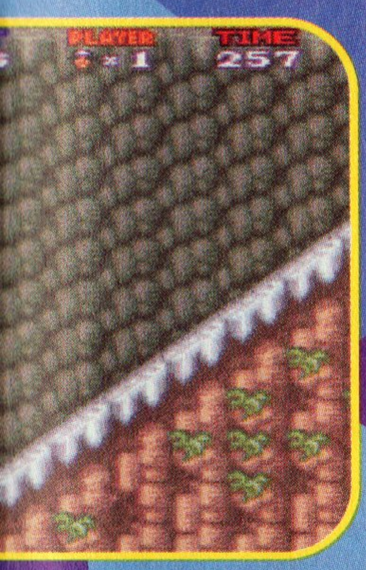
ANDY

Help! I know this game is a bit sad but I found myself enjoying this cart. I don't know why - there's precious little to recommend it. The graphics are poor by today's standards, the tunes grating, the storyline nonexistent and the action twiddly and repetitive. Yet, despite all this I enjoyed it. Maybe it's the number of special gadgets available and the fact that you have to make good use of them to get anywhere. Or is it the fun of watching the poorly animated main sprite wandering around in his boxers after a nasty collision with one of the M.A.D agents. Perhaps it's the vast number of secret bits to find using Gadgets special magnifying glass. then again it's probably all because it's so sad that you can't help laughing - at yourself. The truth is i don't know why I liked it.
I've been working too hard lately...





CTOR GET



GO GO GADGETS

Little known fact No. 1. Inspector Gadget is only called Inspector Gadget because of the gadgets he is able to pull from his various orifaces. You never knew that, did you? However, in this game, he only has use of one of these special gizmos at the start of the game - the rest he has to find. It gets worse too - none of them will work without "Hat Power". So Gadget has to go around collecting hat icons in order to power-up his power-ups. Here's a brief run-down of them:

COAT: Contact wwith some bad guys really blows Gadget's socks off - and the rest of his clothing too. This handy icon restores his dignity.

HAT: See all the special gadgets? They won't work unless you've got plenty of hat-power. To be collected with extreme prejudice.

BLUE PROPELLER: Going down! Not too useful for flying, rather this item controls Gadget's descent into the unknown.

RED PROPELLER: Gadget doesn't get carried away with this item either. He chucks it at his enemys instead. Go go Gadget filleted bad guys!

BOMB: Kill the nasties or blow up blocks. The choice, readers, is yours when you select this gorgeous item.

HAND: Stuck down a shaft? This handy item gives you a much-needed leg up. Eh?

MAN: Why do the job yourself when you can send a load of servile little robot clones to do it for you. What a coward that Gadget chap is.

BRAIN HEAD: Should be called Arm Head because it extends the length of Gadget's arm. But it's got a picture of Penny's dog, Brain, on it so I Guess that makes it okay then.

GADGET FACE: Flip me. It's an extra life.

QUESTION MARK: Its got a question mark on it, so it's a bit of a secret and we're not telling.

ARROW: Shoot. Shoot like the wind, you extendable-limbed fool you.

LAMP: Hey! You can see in the dark with it or, well, "lamp" someone with it.

SUCTION CUP:A must for climbing sheer walls and a bit good at unblocking sinks too.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■		
ACTION	■	■	■	
CHALLENGE	■	■	■	
REFLEXES	■	■		
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	
DAY	■	■	■	
WEEK	■	■		
MONTH	■			
YEAR				

PRESENTATION — 65

▲ The farty car that announces each new level is a laugh...

▼ But the rest of it is about as memorable as..ooh, I've forgotten already.

GRAPHICS — 70

▲ Well, they're colourful. I'll give them that.

▼ But they're also small and, frankly, a bit crap.

SOUND — 74

▲ If you like the tune, you'll get plenty of chances to hear it.

▼ But if you don't like the tune, you're knackered!

PLAYABILITY — 76

▲ The action is stangely enjoyable.

▼ But it's also repetitive, has some poor collision detection and it's fiddly too.

LASTABILITY — 72

▲ Some bits are quite tough, others are dead easy and it's quite a laugh.

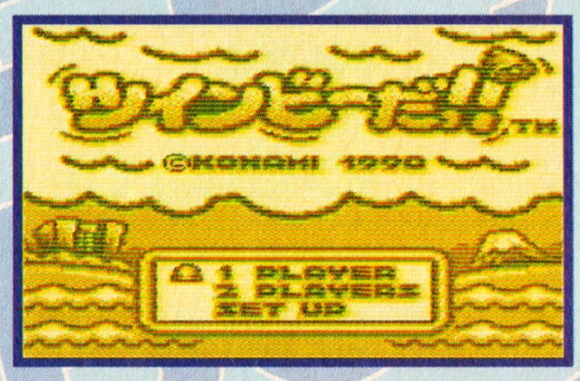
▼ It's not that big and it's not clever.

OVERALL — 72

A mixed bag really. Some good bits, others are most definitely not. But there is something oddly enjoyable about it, but I'm damned if I can put my finger on it.

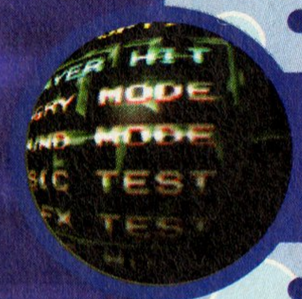
REVIEW

GAME BOY



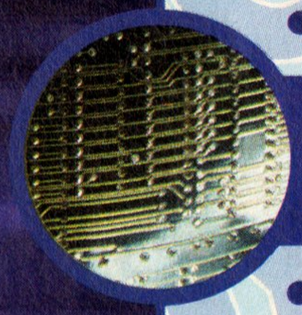
CART SPEC

- **BY:** KONAMI
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SHOOTER
- **CART SIZE:** 1 MEG



FEATURES

- **PLAYERS:** 2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** 0
- **OPTIONS:** Trigger & stage select



GAME INFO

- **GAME ORIGIN:** Based in the Bells and Whistles coin-op
- **GAME DIFFICULTY:** Very easy
- **1ST DAY SCORE:** 1031500
- **ALTERNATIVES:** Parodius, Gradius II, R-Type I &II

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Perfect

A — Throw bombs

B — Fire shots

S — L: NO FUNCTION
R: NO FUNCTION

S — START: STARTS/PAUSES
SELECT: NO FUNCTION

POP 'N' T

The stars of the most colourful shoot 'em up ever created are now painting the Game Boy several shades of green inside their exciting new adventure! Twinbee and Winbee - infamous stars of the Pop 'n' Twinbee series - are stepping out in style to battle the forces of the evil Dr Mapdock once more. By means of the Game Boy's game-link cable, two players are asked to lead Twinbee and Winbee through five stages of a bizarre, vertically-scrolling shoot-out against Mapdock's top guns. It's the usual thing - homes invaded by cheeky robots, Mech units trampling flowers and complaints of noise pollution created by oversized Bumble Bees. And, as usual, only Twinbee and Winbee can save the situation...

(ABOVE) Shoot the clouds for bells!

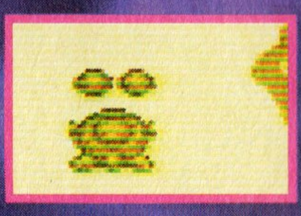
(ABOVE)Select the first stage from here...

Twinbee's left armless until the first-aid arrives. (See 'Armaggettin').

WHEN THERE ARE GREY SKIES...

Just like Super NES Pop 'n' Twinbee, the Game Boy cart finds the bees chasing clouds for assistance. Lodged inside are magical bells which change shade when hammered repeatedly with cannon fire. By collecting them, the bees discover power-ups beyond their wildest imagination!

Dotty: Provides miniature 'Chi Bi' assistants for Twin and Winbee. Awe.



Snowy: White bells double the fire-power of the heroes' suits. Yay!

Stripey: When things get hectic the 'bees are safer cocooned in an electric shield. Its effects wear off under stress, however. Bah.

Sooty: Charcoal-tinted bells make evasive tactics easier by increasing the suits' speed. Zip!

Shiny: These are the source of points!!

COMMENT

ANDY

It's incredible how much is packed into this Game Boy version of Twinbee! More, in some instances, than found in the Super NES version. Though the levels are shorter and fewer they are no less spectacular. Additional features such as the ambulance and the way certain scenery affects the movement of the heroes are both innovative and fun to behold. It's a shame the game is so easily beaten and few players, given the choice, will be able to ignore the floating icon that gives players all their power-ups back. This is a real shame because, without this, the challenge is quite tough. My best advice would be to buy the game and sit on your hands when you die and the icon appears. A flawed classic.

TWINBEE

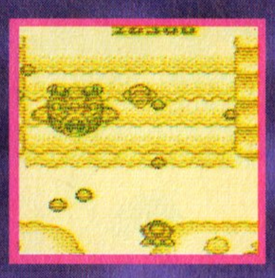
ABOVE IT ALL

Twinbee and Winbee soon discover terror isn't reserved solely for the skies: attacks are launched against them from ground-level too! Seeing as their tiny rocket-suits lack the capacity to carry big pay-loads of bombs, the kids' only alternative is to lob explosives by means of the suits' arms. Besides, this method is more precise and much more fun! Also besides, targeting ground enemies reaps big rewards!

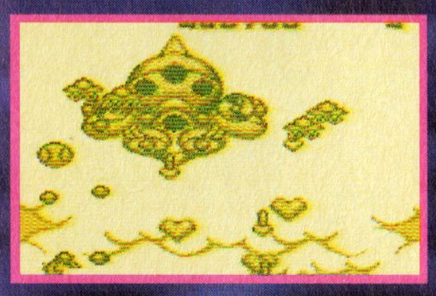
Fruity: Apples. they're not just good for the teeth you know! Twin and Winbee can bite into these for big bonus points too!

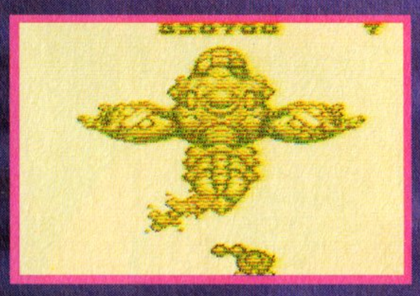
Star Spangled: Twinkle-twinkling, hyper-explosive devices.

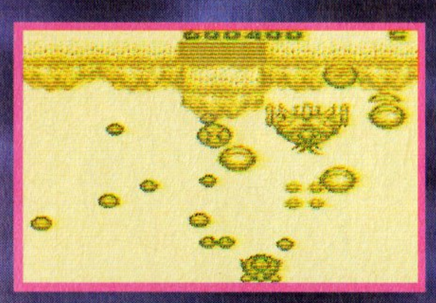
Delicious: Mmm, sweeties! Suck on this and the 'bees develop extraordinary skills. Collect one and they learn how to fire in many directions at once. Collect another and they become deadly with a fast-pitched baseball!

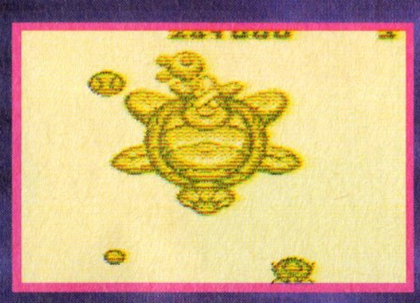


(ABOVE) This boss cowers behind the waterfall!



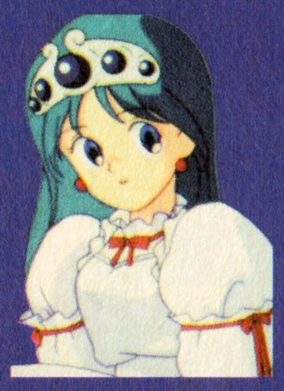






(ABOVE) Boss four has about five angry mates but the turtle is a wimp!

COMMENT



PAUL

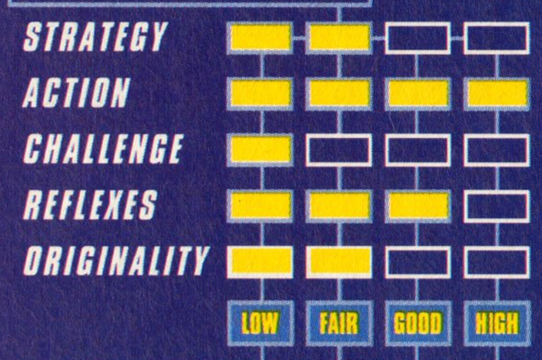
There's no doubt about it, Game Boy Pop 'n' Twinbee is every bit as impressive as expected. Even on the tiny green screen, the characters are no less colourful than their Super NES partners in that the gameplay is as fresh and exciting as ever. Initially it seems the game packs quite a challenge too - until the dreaded spanner in the intricate works is discovered: The presence of an icon allowing clumsy pilots to immediately regain every power-up after losing a ship is the culprit. Without this the game's credibility would remain intact. With it even the least accomplished of players are assured a speedy victory over Mapdock and his laughably feeble, dread Cyber Poppo. A potential Game Boy classic which shoots itsef in the foot and loses its place in the Gallery Of Greats.

ARMAGETTIN

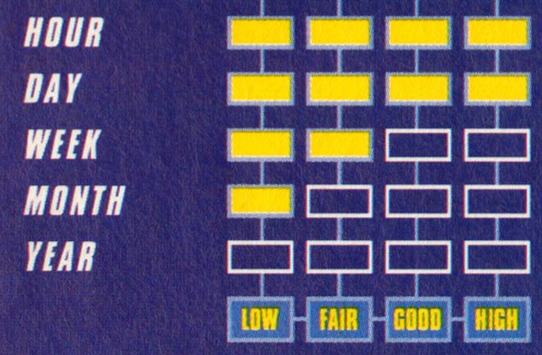
Along with using their arms to throw things, our heroes may shield their suits' bodies by sacrificing their limbs too. Essentially this means they may take an extra two hits before being downed by Mapdock's forces. Of course this loss of arms leaves them partly defenceless. Luckily ambulances occasionally fly by to lend a hand or two, free of charge.

RATINGS

BREAKDOWN



LONG-TERM INTEREST



PRESENTATION — 76

▲ A cute title screen provides a curtain for the finely presented game options.

▼ There is no attract sequence of the standard demosntrated by Batman: The Animated Series etc.

GRAPHICS — 92

▲ Outstanding! Lovely backdrops and imaginatively drawn sprites. Brilliant design.

▼ Sometimes the fast action is ruined by blurrin, though it's not the worst we've seen.

SOUND — 87

▲ It's no wonder Konami release music CDs in Japan, their musicians are so incredibly cool. The sound effects are also very good.

PLAYABILITY — 86

▲ The action is frantic and explosions are cool. Twinbee and Winbee are fun characters to control!

LASTABILITY — 40

▼ The game is so incredibly easy to beat!

OVERALL — 73

A beautifully crafted shoot 'em up which unfortunately suffers from complete lack of challenge. Shame!

REVIEW

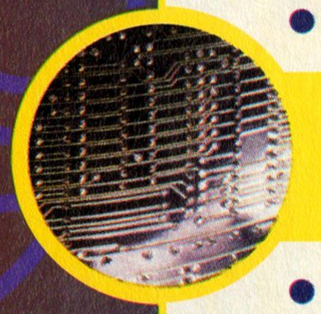
SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** KONAMI
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SPORTS SIM
- **CART SIZE:** 16 MEG

FEATURES

- **PLAYERS:** 2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Password System
- **OPTIONS:** Buttons/sound mode



GAME INFO

- **GAME ORIGIN:** Baseball - the Japanese are potty about it..
- **GAME DIFFICULTY:** Tough
- **1ST DAY SCORE:** Lost every time!
- **ALTERNATIVES:** Dolucky Field Baseball, 2020 Baseball

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Very sharp

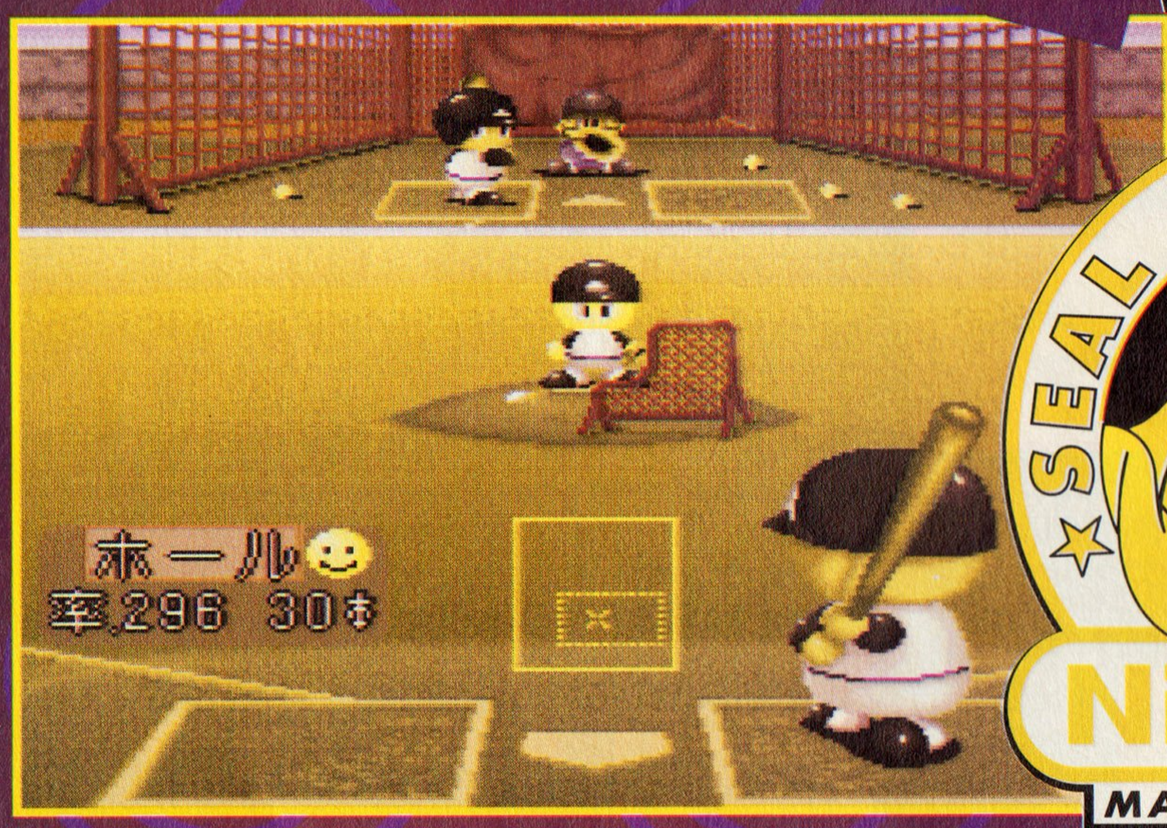
X	THROW TO SECOND BASE	A	BUNT (STOP) THE BALL
Y	THROW TO THIRD BASE	B	SWING BAT. PITCH BALL
L/R	L: WIDE/CLOSE FIELDER COVERAGE R: WIDE/CLOSE FIELDER COVERAGE		
S	START: STOP GAME TO SUB PLAYERS SELECT: BATTER DIGS FOR A BIG STRIKE		

Before Super Tennis there was a careless attitude towards racket-and-ball video-games. Likewise the John Madden Football series has done much to create excitement for American Football. Until now, no-one had good enough reason to enthuse over Baseball. However Powerful Pro Baseball from Konami definitely opens everyone's eyes to the sport!

As the name implies, Powerful Pro is an extremely accurate sports simulation featuring authentic teams from both Japanese pro-baseball leagues. The fun element is introduced by means of cute, rounded characters and comical animation. However the cart's biggest selling point is its phenomenal sound-effects system. To find out more about everything, read on...

Exclusive®

POWER BAS



Sounds Amazing

In Powerful Pro Baseball a special technique is used to make the game not only look superb but sound unbelievable too! It's called 'Response Sound System' - RS for short. Before the game starts players are given the option to select a running commentary and/or advice from the chosen team's coach. What this amounts to is a lot of excited ranting in Japanese from all corners of the ball park - including the additional voice of a female announcer. Apparently the voices featured are those of well-known Japanese sports presenters. On top of all this, feet are stamping in the stands and sirens blare, whistles blow and voices cheer loudly. Hearing is still disbelieving.

FUL PRO E-BALL

▲ Don't worry! The options aren't as complex as they look! If fact, if you gaze to your right you will find a game in full effect. Don't worry! The game isn't as boring as this looks! It's purely a poor shot...

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

▲ "Ooh! Aah! Hang on a second, ref - I've just got to get this ooh, aah - that's better. Sorry everyone, just hold your breath and it'll be gone in a minute. (How embarrassing...)"

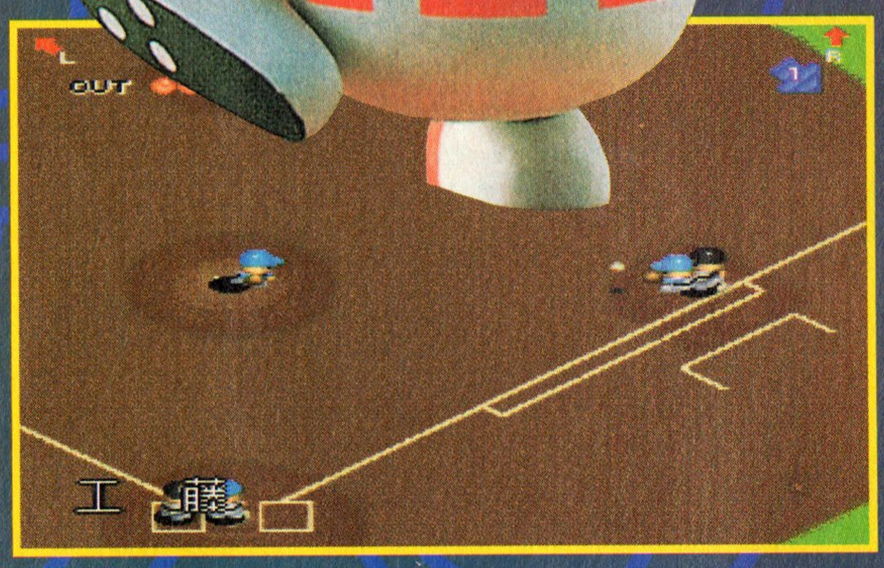
The Japanese are going completely crazy over this game - and NMS is set to follow suit because it's that good! Undeniably the biggest feature is the staggering sound system, creating the most believable sports atmosphere ever. There's no doubt that Konami's new Response System really does work! A unique, visual style which is endearing in its cuteness whilst still allowing for great attention to detail, works perfectly too. Life explodes from every corner of the game. It's seen bursting from the player's comical antics on both the playing field and the presentation screens. They fall flat on their backsides in a daze, scratch their heads in confusion and dodder dizzily much to the amusement of players and spectators alike. As with all the best sports simulations, Powerful Pro is decked out with many customisation features, allowing for adjustments before entering into heated two-player or frantic, stress-ridden season games. Upon leading the teams to bat or pitch instinctive, fluid control acts as the perfect interface between player and team. Just as Super Tennis is a classic Powerful Powerful Pro is a priority one, super essential, got-to-have-it, Grade A, home run of a sports title!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Base-men:

These little fellers are required to develop speed and agility to make every run count! Seen charging about the diamond, all on their lonesome, they don't half look forlorn. Aw, bless 'em!



Pitching:

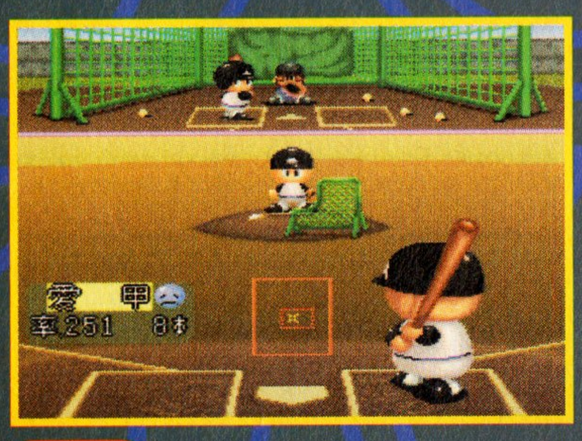
Accurate, tactical pitching is only accomplished by memorising each individual pitcher's strengths. Targeting the ball is achieved by observing the placing of the back-stop's glove. Sometimes though, no matter how hard a pitcher tries, his team mates still insist on shaking their heads and muttering between themselves from the sidelines. Frassin' rassin'...

Fielding:

During the game it is possible for the pitcher to call his fielders closer to or further away from the diamond at the press of a button. Still this doesn't mean a thing if he's herding a squad of butter-fingered buffoons! Training fielders involves teaching them to jump and dive for balls as well as pass effectively between themselves.

Batting:

The method employed in Powerful Pro for batting is very exacting but simple to use. However it's still possible to make a complete idiot of a team through lack of practice practice - being struck out is so embarrassing!



COMMENT

ANDY

This game is absolutely brilliant! It has done for the sport of baseball what NBA Jam has for basketball - made it tremendous fun to play. This is done mainly via the use of cute, expressive sprites that just exude personality coupled with excellent music, noises and speech giving the whole proceedings probably the best atmosphere in any sports I've seen. All this would be as nothing if the gameplay wasn't up to much but fortunately it is. A simple-to-understand method is used for pitching and batting giving rise to an almost infinite variation of throws and shots. Fielding too is a dream with the four buttons each representing one of the bases, although the outfield players are a little slow if they've a long way to run. Don't let the cartoon graphics fool you either, this game has all the depth you could possibly wish for with bags of play options all similarly laid out in an easy to comprehend an amusing manner. And it's no pushover - your team is bound to get completely drubbed by the computer opponent for the first few matches at the very least. I can't say enough about it - I'm completely bowled over by this game. Come on Konami, give it an official release soon.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 93

▲ Though the version Reviewed is Japanese, it's a quick and easy task to work out what's what. Colourful and exciting, few screens are completely static - there is movement everywhere to attract the eye.

GRAPHICS 94

▲ This cute visual style helps separate Powerful Pro from its contemporaries. Incredible detail, lovely animation and absolutely no flaws.
▼ It's always baseball. There are no monsters,

SOUND 87

▲ The best sounding sports simulation ever produced. The Response Sound System is an incredible feature.

PLAYABILITY 90

▲ There are simply no barriers between players and their teams in terms of control. Every thing acts as it ought to. The game play is near perfect.
▼ Outfielders are a bit slow. A very minor niggle

LASTABILITY 89

▲ The CPU is a wily opponent. Assign it a skilled team and human coaches really have their work cut out! Limitless fun is offered in the two player mode.

OVERALL 92

The definitive baseball game for the Super NES, setting a very high standard for others to reach.

ClayFighter™

16 MEG CART • 16 MEG CART • 16 MEG CART • 16 MEG CART

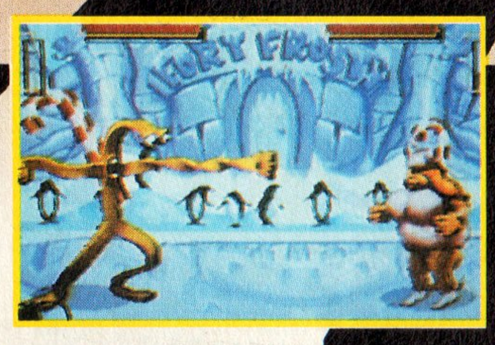
16 MEG

- Hilarious head to head 1 or 2 player fighting action.
- Huge 16 Meg cartridge with unreal graphics & fully digitised speech.
- Loads of mind - boggling hidden moves & combinations.

STARRING TAFFY AND TINY

- The BIGGEST characters ever seen in any SNES game.
- Versus mode to match your wits against your friends.

LET'S KICK SOME CLAY



STICKS AND STONES MIGHT MAKE HIM GROAN, BUT CLAY WILL REALLY TICK HIM OFF!

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SUPER NINTENDO™ ENTERTAINMENT SYSTEM

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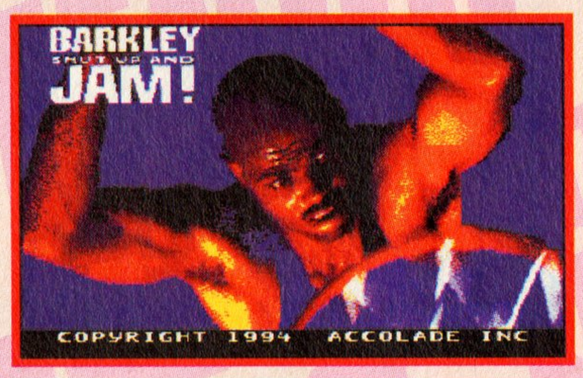
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

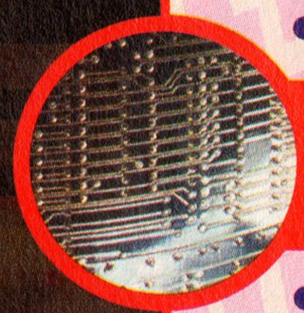


CART SPEC

- **BY:** ACCOLADE
- **PRICE:** TBA
- **RELEASE:** MAY
- **GAME TYPE:** SPORTS
- **CART SIZE:** 16 MEG

FEATURES

- **PLAYERS:** Up to FOUR
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Passwords
- **OPTIONS:** None



GAME INFO

- **GAME ORIGIN:** An all-new game featuring the Phoenix Suns' star player, based on street basketball. Not for softies- or short people, come to that.
- **GAME DIFFICULTY:** Easy
- **ALTERNATIVES:** NBA Jam, Super NBA Basketball.

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Pretty Good

X	PASS\STEAL	A	NOTHING
Y	JUMP-SHOTS	B	NOTHING
L/R	L: ACTIVATE POWER R: ACTIVATE POWER		
S	START: PAUSES SELECT: NOTHING		

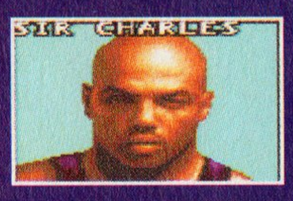
BARK
SHUT U
JA

Street basketball? Poppycock! We 'ad no such thing when I were a lad. We 'ad nowt but a rusty old dog wi't bottom tore out as a basket and a second-hand sticking plaster as t'ball. We 'ad none of them fancy bumper boots neither - we used old bog paper and wrapped it 'round our blistering feet - if we were lucky. And to cap all that, we 'ad to play down't pit - in the dark - on our knees. We were poor in them days, but by golly we were, well, pretty miserable actually.

Eeh, Kids these days don't know they're born - take that Charles Barkley. He thinks he's tough with 'is brand new two-on-two game from Accolade. Pah! That's not what I call street basketball. What a softy. Hang on there's someone at the door. Oh hello Charles, er homey mate. What? No I was talking about a completely different Charles Barkley. What does dissing mean? Hah haha. Hey where are you planning to put that big basketball? No, come on now, it was just a joke, honest. Hey, let's talk about this! Aaarrgh!

CHILLING WITH THE HOMEPERSONS

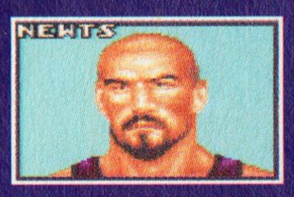
This bit reminds me of when you used to have to pick teams for soccer at school, except that in this game there is no fat kid with a damp chesty cough to leave on the sideline sobbing in to his hanky. Oh no, in Shut Up And Jam the player is given the difficult choice of 16 sun-tanned and street-wise demigods as players. There's not enough space to show them all so let's meet just a few of 'em:



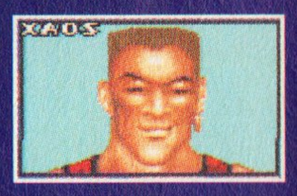
"SIR" CHARLES BARKLEY: Superstar of the Phoenix Suns and Olympic Dream Team member. Street basketball is where Charles came from - he's a bit of a street kid y'see. Also, as you might expect with this being *his* game, he's about the best choice.

T BONE: Outside of Sir Charles this guy is definitely the choice for champions. He's speedy off the mark, can shoot a dead-eye three pointer, can dunk like it's going out of fashion and is named after a type of steak.

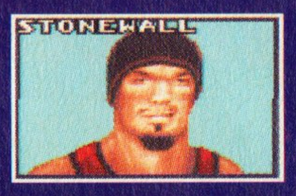
GUNNER: See all those spectacular dunks that all the other players are performing? Well give up any idea of doing them with Gunner - he's crap. Good thing he can shoot three pointers from anywhere then. He's just scored one from my desk in fact!!



NEWTS: Just like the pond life of the same name this guy's a bit slippery character. Use him on the fast breaks or in defence but don't expect this amphibious player to shoot with any accuracy apart from at close range.

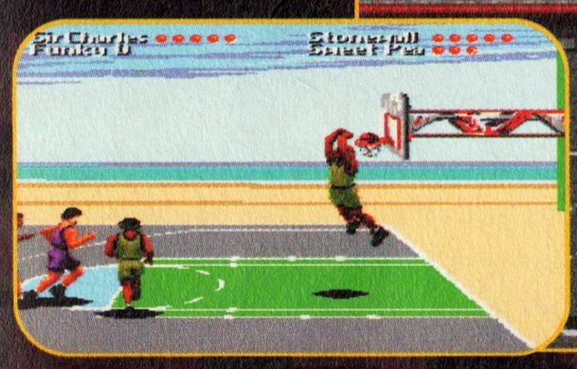


XAOS: Embarrassing with a capital E inside the D but a bit nippy and rather fine from a three pointer position. Crap name though. Can you imagine it "Hello Mrs Clegg, is Xaos coming out?" I don't think so.

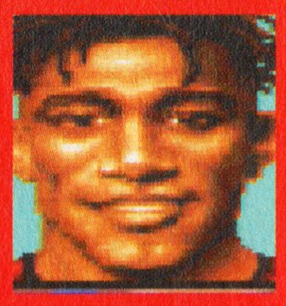


STONEWALL: He's large all right, but that doesn't mean he's clumsy. Just witness his awesome slams if you don't believe me. His brother Dry Stonewall is currently appearing all over the Yorkshire Dales.

KLEY P AND M!



COMMENT



PAUL

Even without the towering prowess of NBA Jam casting its shadow, Charles Barkley is ill-represented by this game. Even a four-player option doesn't warrant an invitation to a Jam so lacking in pizzazz.

o criticise in the visuals more variation is seen than any other basketball game on the market. Neither are the sound-effects poor - there are easily enough examples of sampled speech to match NBA Jam. The element that has Barkley tripping over his high-tops is the sheer lack of opportunity for skill or style. Stealing the ball from players seems like an almost random occurrence and scoring three-pointers is, on the whole, incredibly easy. Dunks are unspectacular: No smashing of back-boards or trails of flame from a ball on fire. Similarly half-time is a non-event and emerging victorious from a Jam is a big anti-climax. It's also very frustrating to find progression through the tournament mode hindered by passwords that require entering before each successive Jam. A poor man's NBA Jam.

COMMENT

ANDY

If this game was released six months ago I probably would have had lots of nicer things to say about it. Sadly this is not the case. That's not to say it's a bad game. The graphics are large and the play is well speedy with all the necessary turbo bits and signature shots. It's a lot rougher too, making for a good no-holds-barred dirty match anytime. Chaz even has a four-player option, which is high recommendation for any game. But in almost every other area Barkley falls well short of the greatness of its rival. As good as it is, I can see little reason to buy this with NBA Jam out there doing the same kind of business and better. Shame.

(ABOVE) As you can see from the screenshots, Barkley is also about Beach Basketball as well as Dirty Old Warehouse Basketball. These 'street' kids will play anywhere you know. They just don't care.

FAMILIAR FRIVOLITY

Just like a certain other game we won't mention (oh yes we will, it's NBA Jam), Shut Up And Jam features the ability for players to perform high-powered mega dunks and turbo runs. And guess what, they're accessed in exactly the same way by holding the L and R buttons down at the appropriate moment ie, when attempting a fast break or going for a super dunk within the goal area. Now I wonder where they got that idea from. (NBA Jam).

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■		
ACTION	■	■		
CHALLENGE	■	■		
REFLEXES	■	■	■	
ORIGINALITY	■	■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	
DAY	■	■	■	
WEEK	■	■		
MONTH	■			
YEAR	■			

PRESENTATION — 65

▼ A static shot of the lad himself caught in mid-jam and that's about it.

GRAPHICS — 73

▲ The sprites are fairly large.

▼ But they're not very well drawn and the backgrounds a bit dull.

SOUND — 80

▲ The music is funky and there are some neat speech samples throughout.

PLAYABILITY — 75

▲ It's as fast as NBA Jam and there are loads of burly slams.

▼ It seems impossible to miss - even from downtown. Not very challenging.

LASTABILITY — 70

▲ With one to four players able to compete there's a lot of scope for challenges with friends.

▼ With a relatively short tournament there's little to interest the single players

OVERALL — 74

A reasonably fun basketball jam, especially in four player but it just doesn't pass muster with NBA Jam out there. Never mind.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

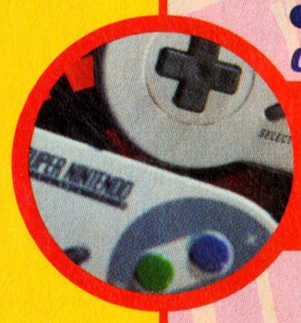
- **BY:** HUMAN
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** RACING
- **CART SIZE:** 8 MEG

FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Split-Screen
- **BATTERY BACKUP:** Yes
- **CONTINUES:** No
- **OPTIONS:** Tournaments and a battle mode.

GAME INFO

- **GAME ORIGIN:** Follow-up to Human Grand Prix, which was released here as F1 Pole Position.
- **GAME DIFFICULTY:** Tough
- **1ST DAY SCORE:** If you're not bored after one day of play you're doing well.
- **ALTERNATIVES:** Nigel Mansell's Grand Prix, F1 Exhaust Heat



CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Variable

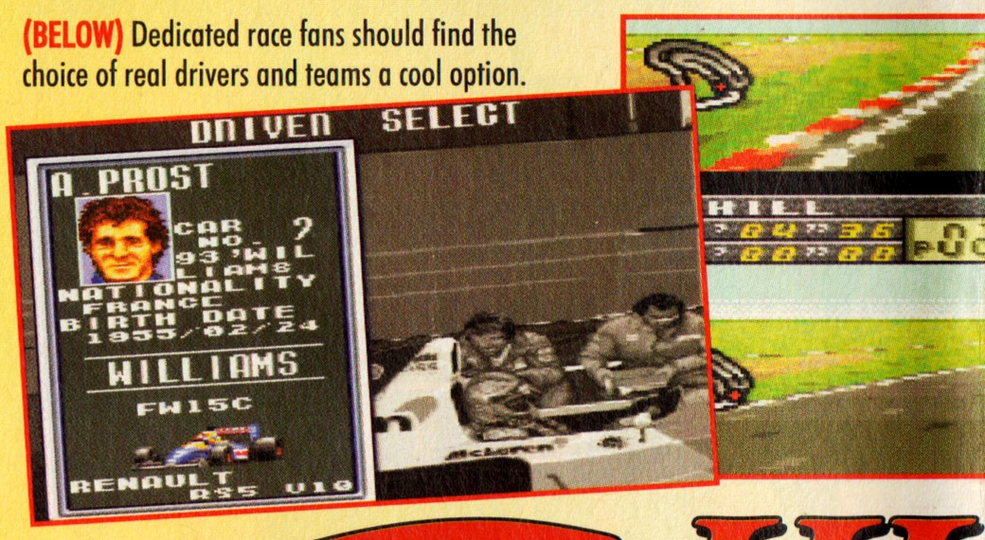
X	NOTHING	A	NOTHING
Y	ACCELERATE	B	BRAKE
L/R	L: DROP DOWN A GEAR R: CHANGE UP A GEAR		
S	START: NO FUNCTION SELECT: PAUSE		

HUMAN GRAND PRIX

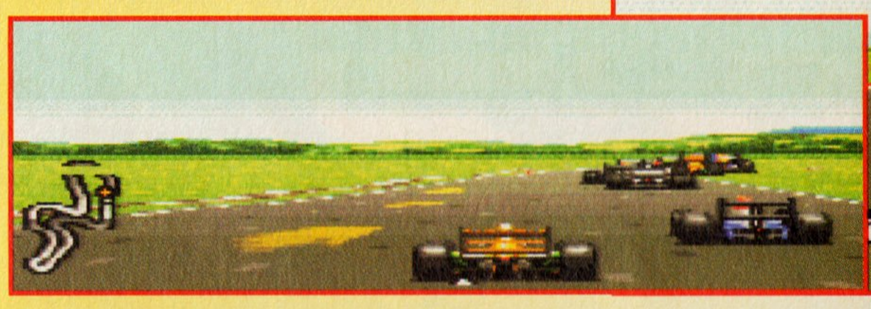
Those Japanese certainly love their motor racing. They must do, because there's a big demand for Super Famicom motor sport games in the Far East: F1 Exhaust Heat, GP-1, Kawasaki Carribean Challenge, Agura Suzuki - the list only ends when memory gives out! If you've sampled any of said games, perhaps on import, you'll know that only a couple of them really live up to the promise of realistic thrills and spills, speed, excitement and feeling that at any second your seat could burst into flames and you'd be flung into a wall of tyres.

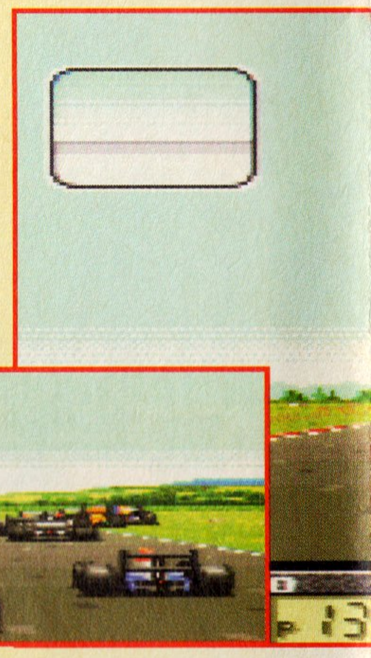
Will Human Grand Prix 2 restore our faith in Japanese-programmed driving simulations? Read on and discover...

(BELOW) Dedicated race fans should find the choice of real drivers and teams a cool option.



(ABOVE) Two-players may enter the Grand Prix as team mates, or compete against each other!





COMMENT

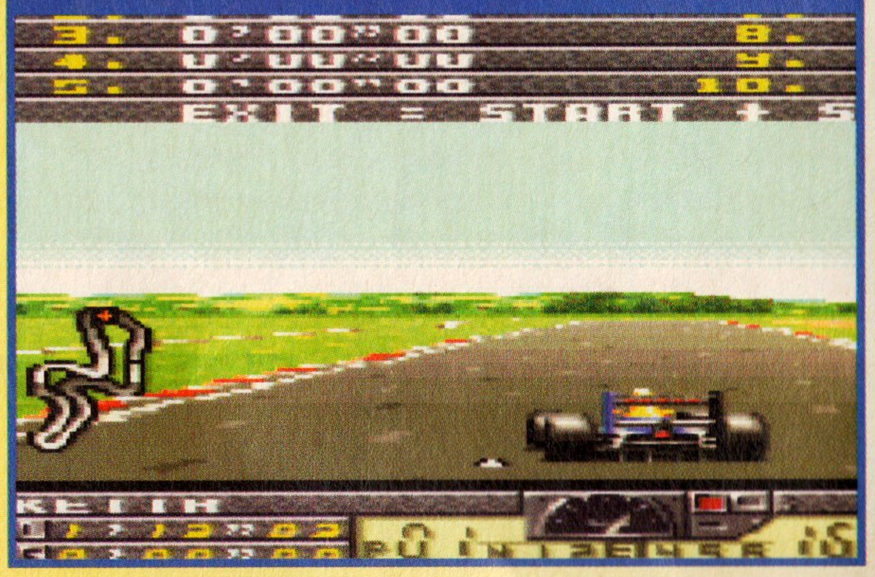
PAUL G

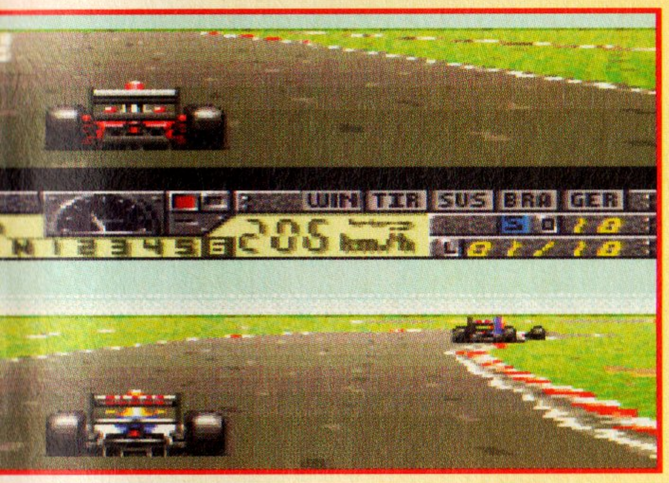
I wasn't best pleased with Human Grand Prix Number One, and I thought it reasonable to expect something better from the sequel. Pah! Sucker that I am! Once you get past the plethora of yawnsome options you discover the tracks are like half-scale replicas of the real thing with straights that last for about a second, so the whole process of racing, finding the best line, braking at the right place, that sort of thing, leads to bewilderment. The proportional steering controls are very hard to get to grips with so they tend to make a nonsense of skillful cornering. The graphics are below par, the sound effects likewise, and the whole game is inferior to F1 Exhaust Heat.

STEER 'N' GO

Like the original Human GP, Human GP 2 has a proportional steering system. You don't know what we mean? Okay. On most racing games, when you press left or right the steering effectively flips straight to full-lock, which is usually fine. However, it's not like gradually turning a steering wheel in a real car. In Human GP 2 the longer you hold down a direction, the further you're effectively turning the steering wheel, as indicated by the little arrowhead under the car.

If you don't like that idea (because the car keeps swerving about all over the place, most likely) there are three other steering settings, one of which is just like the usual one-press, full-lock system.





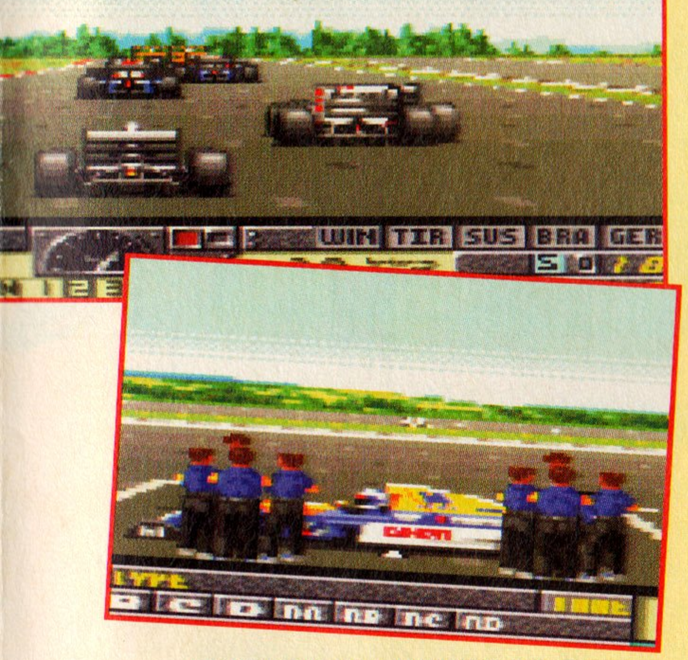
HUMAN GRAND PRIX II

DOING THE SPLITS

Human Grand Prix 2 has two racing modes with which to test your motor racing mettle. World Grand Prix gives you 16 tracks from around the world and the chance to drive in a championship situation. You can drive in the shoes of any of 14 real-life drivers including Alain Prost and Nigel Mansell (obviously before he retired from F1 racing), in their respective teams and attempt to win a large silver cup full of champagne for being the best driver in the world. The second option is Battle Mode, which lets you enter one-off races on your favourite track, either against a full field of other drivers or against a friend, or both.

This is the only F1 game which features a split-screen two player mode, and both the World Grand Prix and the Battle Mode can be played by two players if there are two consenting people willing to give it a shot.

(LEFT) In one-player mode drivers now have the benefit of full-screen action. Wing mirrors are another new feature. A special code gets the furry dice.



RACE TUNING

Like nearly every other racing game on the machine, Human GP 2 has an extensive range of car setup options for you to tweak before the race. The tyres, gearbox, transmission, brakes, suspension and the wing angles (to set the car's downforce) can all be race-tuned, as well as the steering system (see STEER 'N' GO for more info on that), the tachometer (hmm - analog or digital?) and even the way the pit crew works. Quite remarkable.

But if you can't be bothered with all that (and it doesn't seem to make that much difference whether you make adjustments or not), you can just hit the Auto Set option and get racing without further ado.

COMMENT

PAUL D

Unlike the cars in many Formula One games the one found in Human Grand Prix II is a real precision machine. It handles very convincingly and is well represented by an authentic feel to the graphical style. In fact the entire look and feel of the whole game is given over to realism and atmosphere. The only departure from this approach is the 'behind-the-car' viewpoint as opposed to a driver's seat perspective. Players are not given the opportunity to cheat races as great skill is required to manoeuvre the car in a manner worthy of a champion. In short the game has everything a Damon Hill wannabe could wish for. It's certainly intense! In terms of fun, however, the game falls under some doubt. Though a lot of satisfaction is gained from developing driving skills - and rightly so - the instant satisfaction gained from the latest F1 coin-ops is lacking. It's all a matter of taste. As it stands Human Grand Prix II is a superb racing game and the modifications made over the original do improve things if not too greatly. However players who enjoy quick, impressive results ought to look towards something less demanding.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■		
ACTION	■	■	■	
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	
DAY	■	■		
WEEK	■	■		
MONTH	■			
YEAR	■			

PRESENTATION 79

▲ A trillion options (almost).

▼ Options? Schmoptions! Who cares about 'options' when it's the gameplay that matters.

GRAPHICS 71

▲ Mode 7 road effect is fast and smooth.

▼ The 3D update on the opposing cars is jerky.

SOUND 63

▲ The usual pop tunes run throughout the presentation screens. Some are quite cool.

▼ The engine sounds don't tally with the supposed speed of the car.

PLAYABILITY 73

▲ A high level of control is provided through extensive customisation options.

▼ Such a complicated system makes driving someting of a chore at first!

LASTABILITY 68

▲ Two-player action provides opportunity for limitless challenges.

▼ Lacks the long-term appeal of Mario Kart. It's not fun enough for long enough.

OVERALL 72

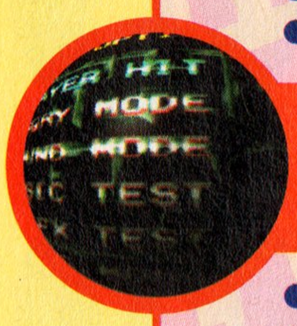
Though not excellent, Human GP II is challenging and slick. However it is fiddly and requires patience to master.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

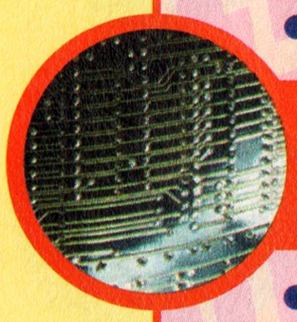
CART SPEC

- **BY:** OCEAN
- **PRICE:** £44.99
- **RELEASE:** APRIL
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 12 MEG



FEATURES

- **PLAYERS:** One
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** FIVE
- **OPTIONS:** CHANGE LANGUAGE



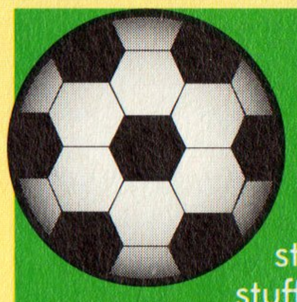
GAME INFO

- **GAME ORIGIN:** Conversion of an old Amiga game, popular in its day.
- **GAME DIFFICULTY:** Moderate
- **1ST DAY SCORE:** LEVEL FOUR
- **ALTERNATIVES:** Any other platform games with a football hero you would care to mention. Oh, there aren't any.

CONTROLS

- **CONTROL:** JOYPAD
- **RESPONSIVENESS:** ANNOYING

X	NOWT	A	KICK
Y	DITTO	B	JUMP
L/R	L: NO FUNCTION R: DITTO		
S	START: PAUSES SELECT: NO FUNCTION		



Don't you just hate it when space aliens come down and steal your best stuff, only to collide with a passing satellite and smash up your precious belongings - scattering them across the four corners of the globe? Insurance companies especially hate it. Oddly enough the exact same thing has happened to the World Cup and the scattered pieces have been reported in five worldwide locations. So top insurers, Keith Clegg and Co dispatch their assessor, a certain Mr Soccer Kid, off to find the pieces and work out if the inflated claim the World Cup Authority are making for their lost treasure is valid. That's the basis for kid's adventures, so let's leave the lad to get on with it!

SOCC

COMMENT

ANDY

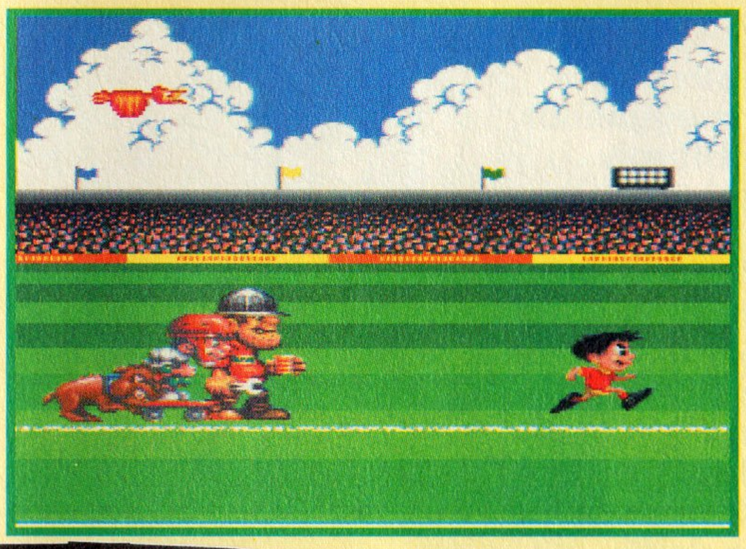
This is one of the best looking games I've seen for quite some time. The graphics are large and well animated. The tunes are pretty decent in a cheesy kind of way and Soccer Kid himself has some great tricks at his disposal. How sad that this is one of the most fiddly games I've ever had the displeasure to control. Line up for a shot as a baddy approaches, press the kick and... blimey! Kid goes into a display of dazzling footballing skills affording the enemy ample time to dust his narrow ass. Also all the levels are generally pretty samey and packed full of frustrating bits. With all the extra buttons at the programmers' disposal you'd have thought they could have salvaged the game by making it easier to control and more fun to play. Soccer Kid is another mediocre conversion of a mediocre computer game.

CARD CHAOS

Kid's first port of call is merry old England, where he soon realises that his quest is not going to be as straightforward as he first thought. You see Lovejoy - yes *the* Lovejoy - has been around collecting up all the pieces and will only consider trading them for some rare soccer cards. So Kid has to go around collecting these cards. Trouble is, everyone else has had the same idea and they're all out to thwart our lad. How fortunate then that he has his trusty football and some smart soccer skills to see 'em all off...

(BELOW) "'Ello Cheeky!"

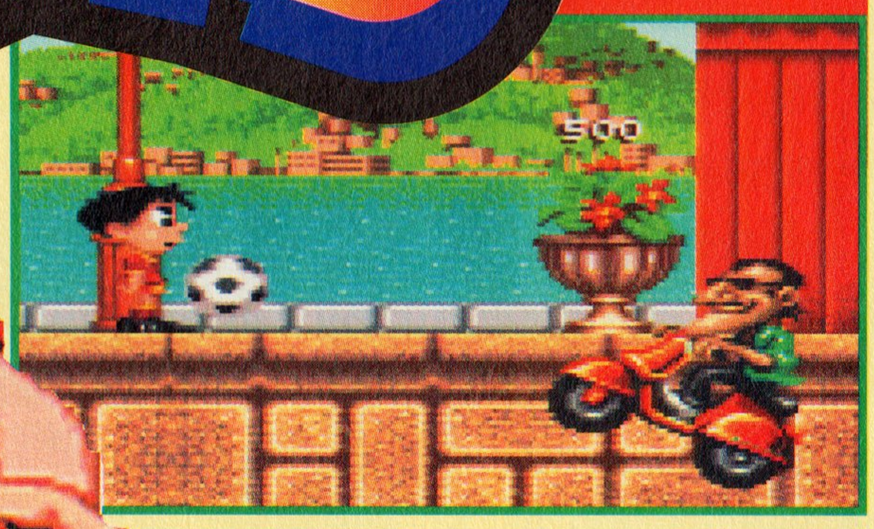
(ABOVE) Smi... Swiw...Swimmir

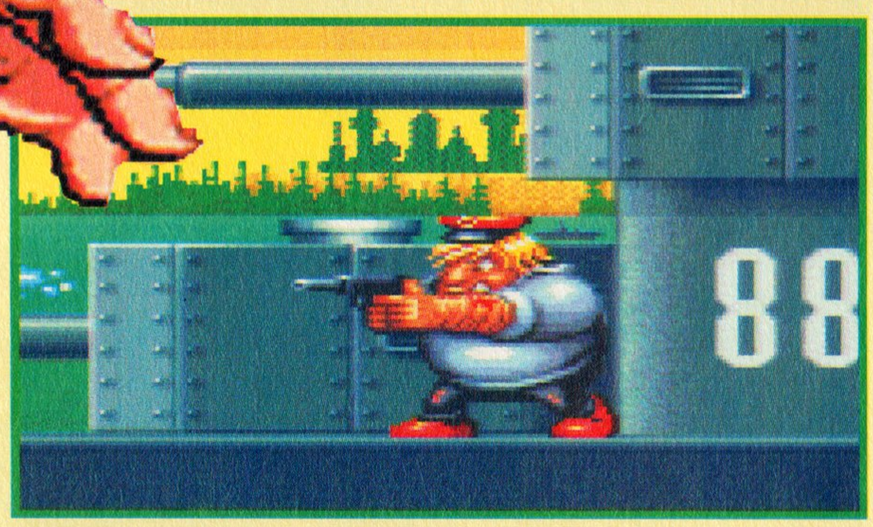


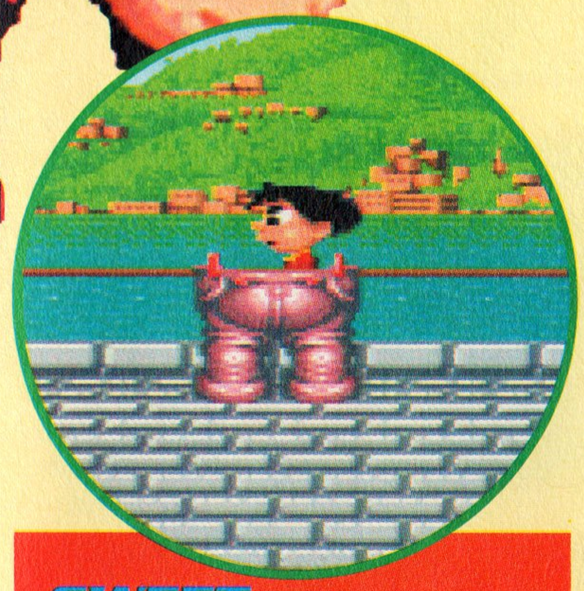
ER KID

NOT AT ALL LIKE FRED ASTAIRE BUT QUITE A LOT LIKE KEVIN KEEGAN

If all this kicking a ball at enemy sprite malarkey get's a bit much for you how about indulging in a dazzling display of fancy footwork of Nureyev-esque virtuosity? Well practice makes perfect and certainly brings rewards. It won't be long before the dedicated player will have Soccer Kid performing some pretty decent moves like diving headers and overhead kicks. Just like the Soccer Kid he indeed is.

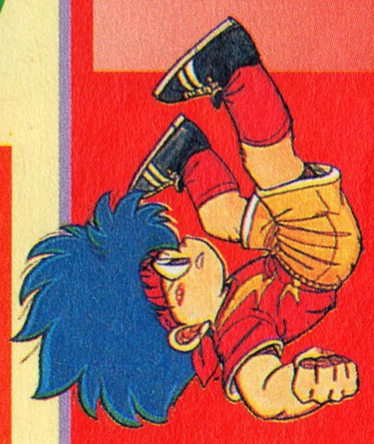






SWEET SUBURBIA

If there's one thing that you can say in Soccer Kid's favour it's that the graphics are certainly of a very high standard. If there's another thing you can say it's that the programmers must have come from some pretty suburban areas for while most of the levels exercise a bit of "licence" in their interpretation the urban levels of England are spot on - just like the street where Paul and Andy live. In fact if you look closely enough...yep you can see Paul through one of the windows playing with his Kirby toys!



COMMENT

Now here's a game which promises a great deal and delivers very little. The idea of controlling a kid and his ball across a scrolling world is at least a bit different, and somebody has spent a lot of time on the animation of the central sprite and his ball. There's a fair level of skill involved mastering the various ball control techniques, but once you've done that the boredom quickly sets in. This state of affairs isn't helped much by the fact that the game is so designed that certain areas can prove frustrating beyond belief. On the Amiga a lot of people got very excited about Soccer kid. I thought they were wrong then, and I know they were wrong now. If I owned this game I'd put it into the bottle bank and hope somebody could recycle it without damaging the environment.

TIM

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION		■	■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY		■	■	
WEEK	■			
MONTH				
YEAR				

PRESENTATION — 84

▲ The word "Soccer Kid" scrolls past nicely and the game demos away teaching you the moves as it goes..

GRAPHICS — 89

▲ The best feature of the game. Large, crisp and nicely animated throughout.

▼ Bosses are a tad on the small side, which means there's no great urge to beat them.

SOUND — 85

▲ Good tunes, if you like this sort of thing.

▼ Crap if you don't.

PLAYABILITY — 70

▲ It's very smooth and speedy. Good moves when he does them.

▼ Grrr! Watch him go into display mode when you're trying to boot an enemy.

LASTABILITY — 72

▲ Gets very tough later on.

▼ But the levels are dull and the password system ensures an early completion.

OVERALL — 72

Could have been a contender if only the programmers had remembered they were making a Super NES game.

REVIEW

Nintendo® ENTERTAINMENT SYSTEM®

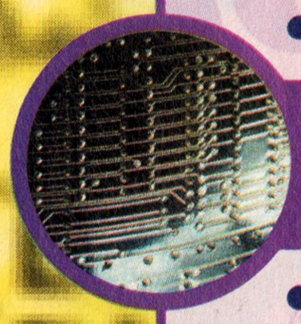
MONSTER MAX

CART SPEC

- **BY:** TITUS
- **PRICE:** £24.99
- **RELEASE:** JUNE
- **GAME TYPE:** PUZZLE
- **CART SIZE:** 2 MEG

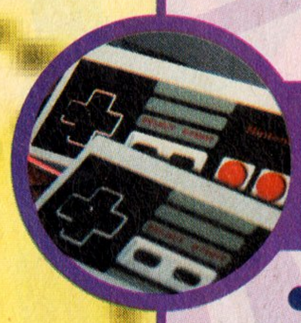
FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Password system



GAME INFO

- **GAME ORIGIN:** Based on the really ancient home computer title Head Over heels and, guess what - it's made by the exact same guys!
- **GAME DIFFICULTY:** Hard
- **1ST DAY SCORE:** Level 2
- **ALTERNATIVES:** There ain't none!



CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Good

A — Use pick-up

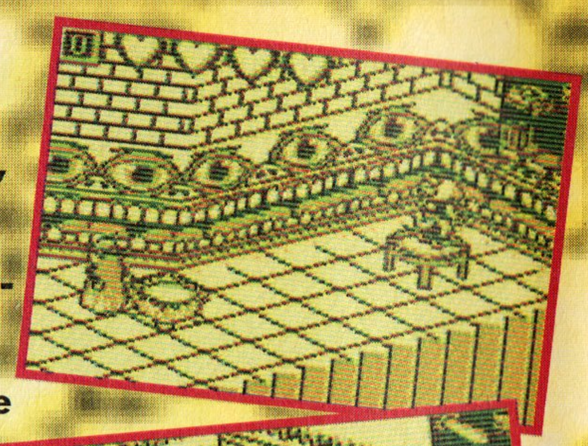
B — Use pick-up

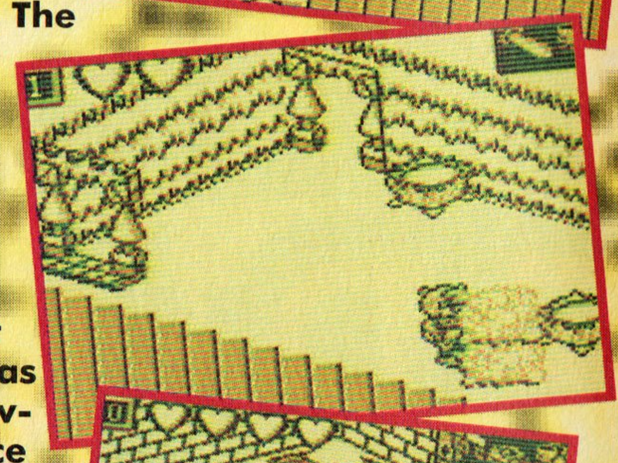
S — L: NO FUNCTION
R: THROWS YOUR PARTNER

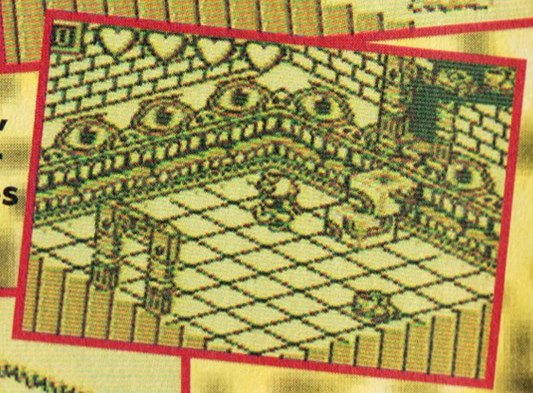
S — START: Displays Map
SELECT: Access options

Human beings think they're the only species capable of having a good time. Typically presented as stoney-faced, humourless eggheads, the idea of 24-hour party aliens seems distinctly remote. Not so, however, as the wild rocker Monster Max could demonstrate with a few licks from his electric guitar. Unfortunately for Max though, an Earthman called Krond has taken control of the planet and has abolished the right to play music. The reasons for this are unclear. 'Krond' was probably the name of his crappy band back on Earth and he's now out for revenge on the galaxy. Anyway, Monster Max is naturally unable to see the point in living without his 'axe', so he dedicates himself to ridding his planet of the evil tyrant.

Before Max can confront Krond he's got to get footloose at the Mega Hero Academy. Here, he has to prove his worth by completing nine training levels that test his intelligence, agility and endurance to the limit. There are 630 rooms for Max to explore, presented in 3-D isometric graphics. There are computers to consult which offer rhyming riddles as clues and loads of pick-ups to make use of.

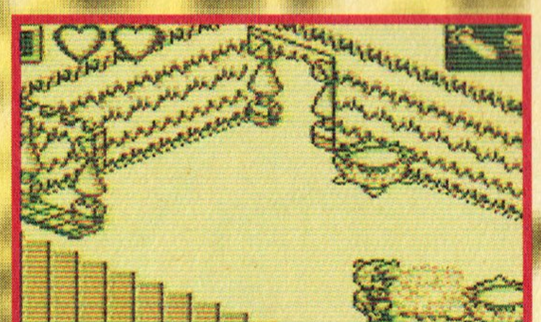






COMMENT PAUL

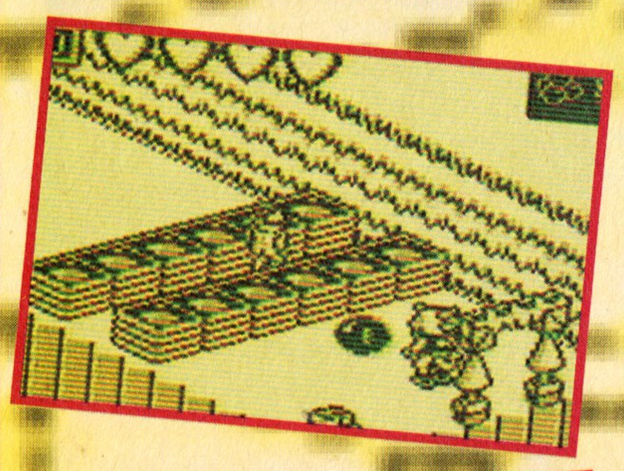
Originality is recommendation enough for Monster Max but the foundations upon which this funky 3-D adventure is built are solid class. Once a player's skills are adjusted to the unusual viewpoint the game fast becomes extremely addictive. Five minute tasters usually turn into hour-long diversions for anyone picking the game up for the first time. The many puzzles presented are great fun to work out and the simple control-method leaves no cause for frustration. All in all the game presents a superb balance of puzzle-solving and manual dexterity with humour thrown in for good measure. Whatever the price, this is a monster of a bargain!

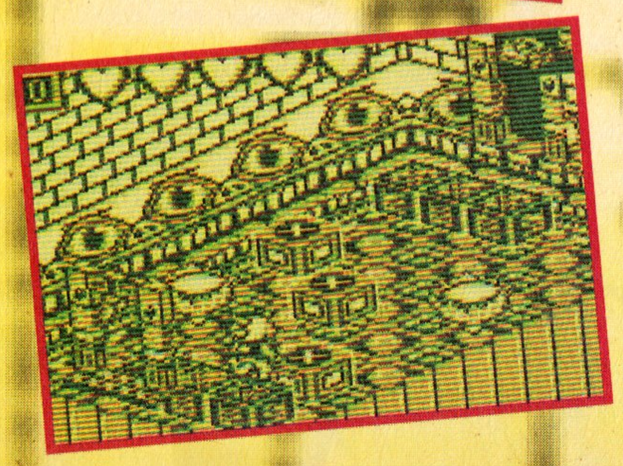


JON MITMAN
MONSTER MAX
BERNIE DRUMMOND
ITEM - SUPER-SPELL
-COLLECTION-
STAND ON TOP OF THE SUPER-SPELL AND PRESS (A) OR (B)
-FUNCTION-
TO CAST ONE SPELL TO DESTROY ANYTHING USE BUTTON YOU COLLECTED THE SUPER-SPELL ON. BECOMES A DEADLY- SPELL AFTER ONE USE.

MON MAX

(LEFT) With his sword Max frazzles some scum!



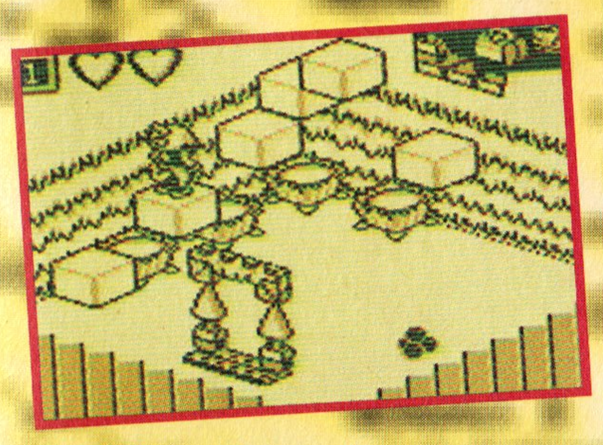


PICK-UPS

Finding his way under, over, through and past things, Monster Max needs some help. Fortunately there are plenty of pick-ups available. Max can only carry two of them at any one time however. There are fourteen possible pick-ups in all which include boots that allow Max to jump, mines which he can lay to blast through certain blocks or destroy enemies, but make sure you stand at a safe distance once you've planted the mine. If you can find a sword Max can take on enemies face to face. Get the map and the mapping function, which Max always has at hand to get his bearings, is enhanced, showing where things are in more detail. If Max has the bag as one of his two items he can put small blocks in them to use whenever they might come in handy. The spring is useful for anything which otherwise hard to reach. There are also spells which Max can cast to dispose of enemies and a variety of forcefields that last either permanently or temporarily. Because Max can only carry two items at a time, deducing what is most useful in the present situation is important.

IT'S PLAYTIME!

Before Max tucks into the nine training levels, he can familiarise himself with all of the skills he might need by tottering round the Play Pen. Here he is introduced to a host of the pick-ups and presented with situations where they prove essential. The other advantage of course is that he can learn some of the tricks of the trade with no fear of losing life.

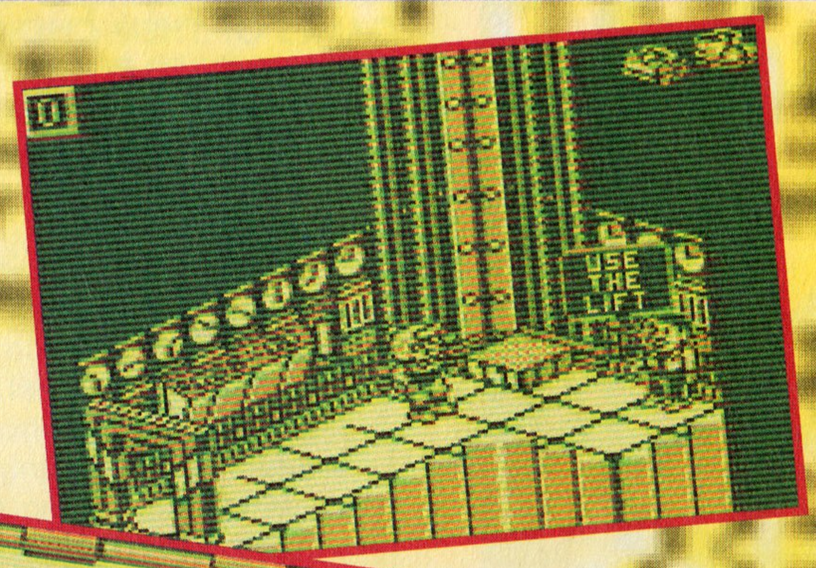


(ABOVE) Some blocks crumble under pressure - unlike Max. He's as hard as the 9-times table!

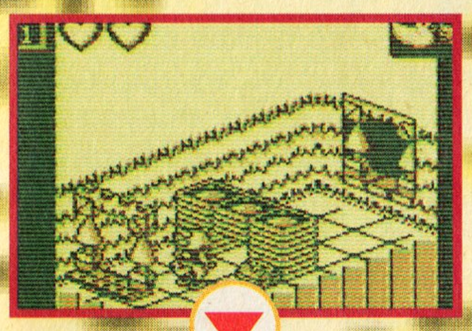
NSTER AX

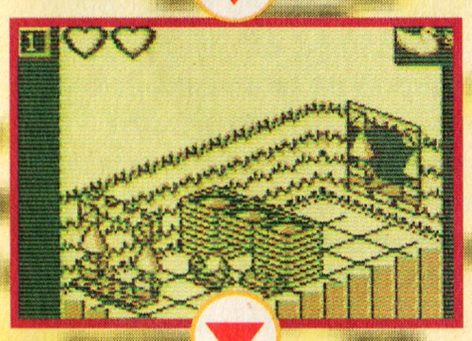
COMMENT — ROB

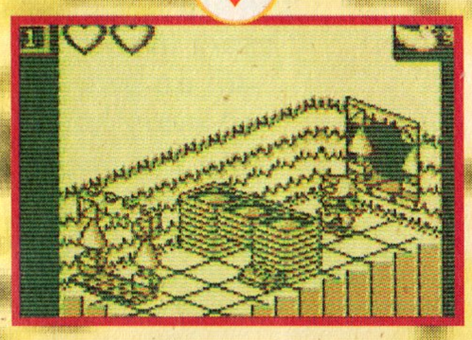
Games which try to combine genres often end up disastrously boring or else shoddily put together. Fortunately Monster Max avoids both with some well thought out ideas and productively challenging gameplay. Its challenge is certainly one of its greatest assets. There are so many rooms to explore, pick-ups to use and puzzling situations to rack your brains. But the secret to the attraction of this game lies in its good sense of balance between action and intelligence. One moment you might be laying mines to blow up a wall or taking on a foe with a sword, and the next you'll be looking for a way from one room to the next by organising blocks or sifting through places you've been in search of useful items. The inclusion of the 'Play Pen' also proves effective in introducing you to some of the elements of the game and giving you an idea of what to expect from some of the more puzzling aspects of it. All in all, it is healthy to play a game where you know you're getting your moneys worth. There is enough here to keep you bashing away for quite some time.

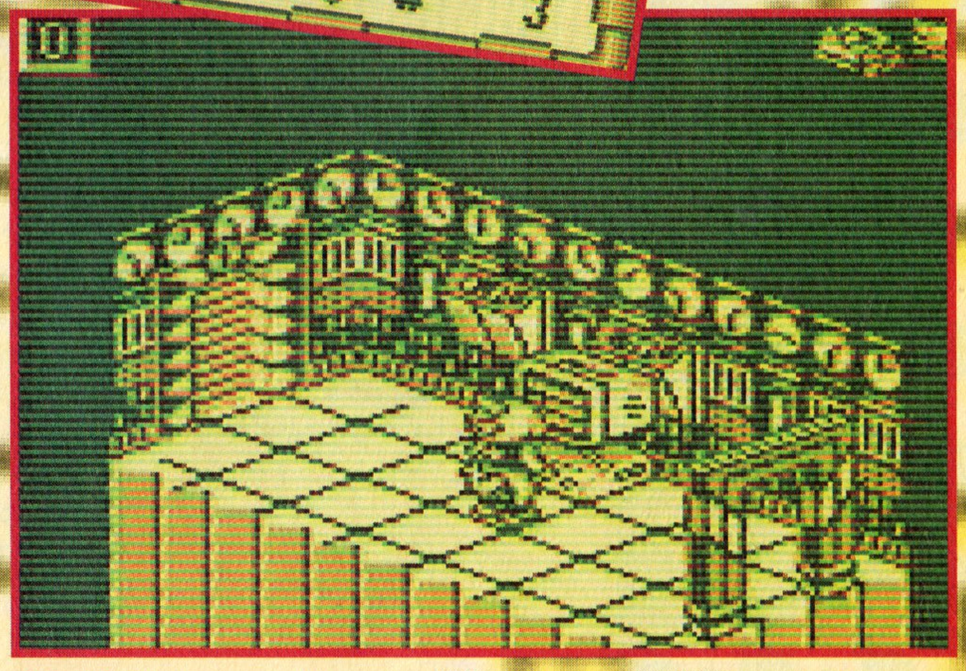


(ABOVE) Use the lift, Max! Use the lift!









(ABOVE) 'They're here...' Max consults the VDU to peruse his mission brief.

POETIC JUSTICE

On every level there is a computer which Max can consult for mission information. This is gives in the shape of a cryptic rhyme as well as displaying the number of credits Max will earn for completing the task successfully. When Max has earned enough credits he can purchase a pass which allows him to get a lift to the next level.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION				■
CHALLENGE			■	
REFLEXES				■
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK			■	
MONTH			■	
YEAR	■			

PRESENTATION — 88

▲ An essential password system and plenty of information options.

GRAPHICS — 90

▲ Clear and convincing isometric graphics and nice animation on Max.

SOUND — 84

▲ A catchy little tune.

▼ Could do with a few more sound effects.

PLAYABILITY — 90

▲ Despite looking like it could be complicated it's very easy to get into and maintains a good level of challenge and interest.

LASTABILITY — 92

▲ There are 9 huge levels to explore and a practice area to boot giving this lasting appeal.

OVERALL — 90

Monster Max is sure to provide all Game Boy owners with hours of satisfaction. The perfect mixture of puzzle and action. Great!

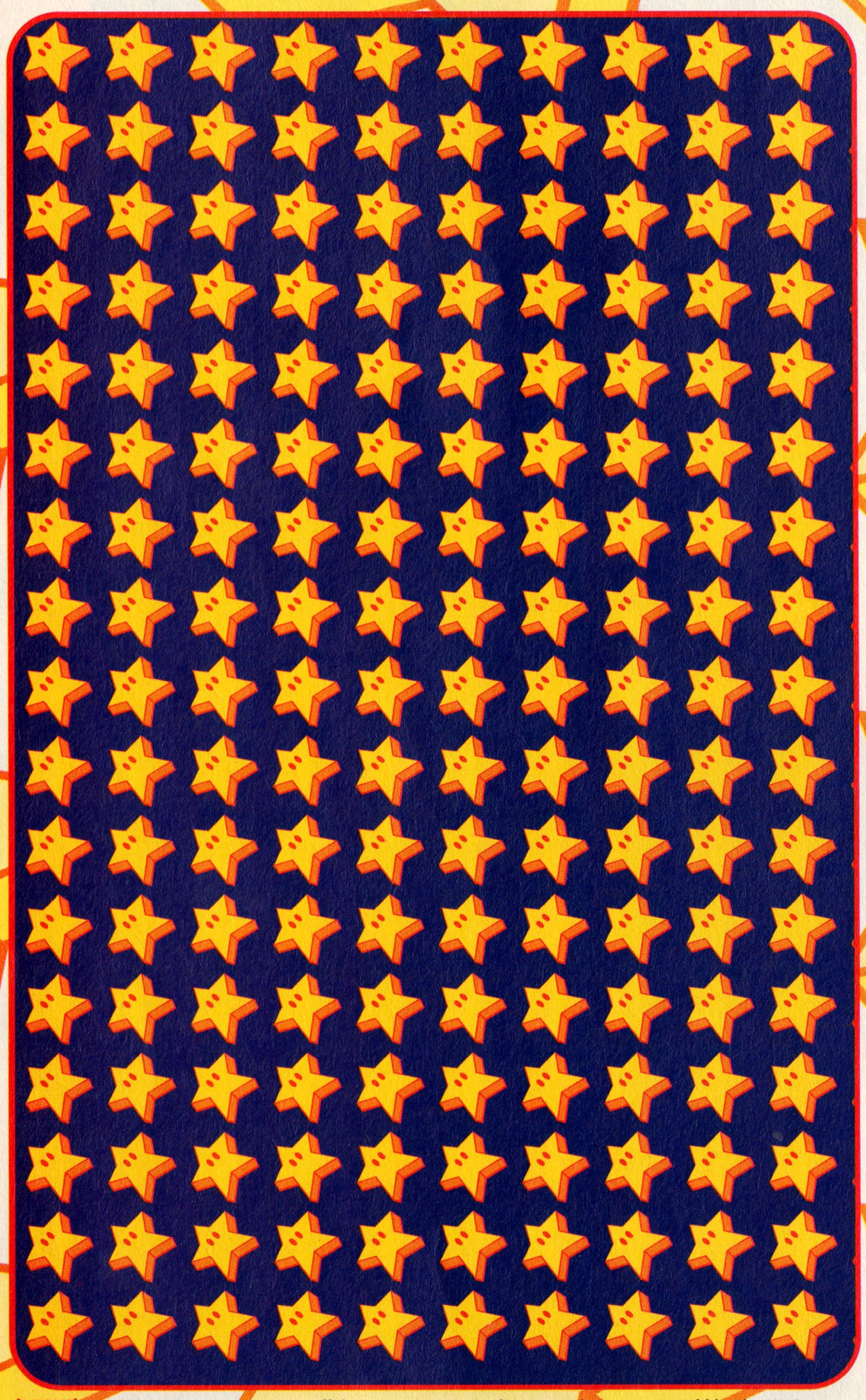
ARE YOU AN NMS

PROVE IT AND WIN 25 GAMES

(THAT'S RIGHT, TWENTY FIVE GAMES!)

THE GREAT NMS STAR CHALLENGE!

STARTS NOW!



UNBELIIIEEEVABLE! Just when you thought NMS could get no greater, we've come up with just about the best competition idea in the history of the cosmos! Thanks to NMS, some spawny so-and-so is going to walk away with 25 GAMES OF THEIR CHOICE - worth up to ONE THOUSAND FIVE HUNDRED POUNDS! But with a prize this big we're not just GIVING it away. Oh no. You're going to have to earn it. And you earn it by winning STARS.

Allow us to explain - each and every month tons of you are writing in to the mag with tips, cheats, letters to Seal, letters to Q&A, pictures of games, drawings, cartoons etc etc. And most of the time you get squat for your efforts except the honour of appearing in NMS. Well, it's all about to change...From this moment on, people who have stuff printed in NMS will be awarded a certain number of stars for their efforts - ranging from none to five. A no-star effort isn't worthy of much, but a Five Star entry means we were well impressed with whatever it was you sent in. Now, here comes the best bit: in exactly one year's time (THAT'S THE ISSUE ON SALE APRIL 19, 1995) the NMS reader who's earned the most stars wins 25 GAMES OF THEIR CHOICE - and a visit to our office to pick them up! Yep, we'll thrash you at a wide selection of games then pile 25 carts into your arms, all chosen by YOU!

Now that's got to be something worth going for! So what do you have to do to stand a chance of winning? It's very simple - send in all your stuff as usual and keep a note of the stars you've been awarded in the mag. We'll be keeping our own tally (so nobody can cheat!) and at the end of the year we'll dish out the prize to the person who has proved themselves our greatest reader of the year. Absolutely anything can win you some stars, provided we print it in the mag. Hints and tips score heavy star points, but so do letters and pictures. Photos of yourself, your mates and your family doing stupid things will also earn you stars, and cool ideas will score big. Last month's Small Tips actually kicked things off by awarding stars to top tipsters of that issue - these stars are valid in the competition, as is every star awarded up to and including the issue which is available in newsagents on April 19 1995. (Of course, the two Konami games awarded to the top tipster of every month will still be awarded every issue, and this prize is not affected by the star competition).

(ABOVE) THE NMS STAR CHART! Cross off the stars you earn and, in a year's time, you could be the NMS Superstar who walks away with TWENTY FIVE GAMES OF YOUR CHOICE! It's brrrilliant! It iiiiisssss!

NMS SUPERSTAR?

OF YOUR CHOICE!

So what are you waiting for? Bang those goodies off to NMS right now and YOU could be the spawny get who waltzes away with more games than you know what to do with! Right here on these pages we've printed you a Star Chart to keep track of your big game campaign. (If you're really keen, you may want to keep track of how everyone else is doing as well, to work out how close you are to winning the prize!) Frankly, we reckon this is one of the best ideas we've ever had - and NMS always has the best ideas! How come this mag is so bloody good? It's a secret - and we're not telling!

Small print: All the usual NMS competition rules apply, which means anyone can enter as often as they like except employees of EMAP Images and their relatives, who can't enter at all. The editor's decision is final, no correspondence will be entered into and there's no cash alternative to the prize on offer. In the event of a draw the editor shall decide the winner, based on merit. Closing date for this competition is April 19 1995, after which date the reader deemed to have earned most stars within the magazine shall be declared the winner. Phone calls to the office DO NOT win stars, and persistent offenders may indeed find themselves barred from the competition, because it's our mag after all and we can do what the hell we like...

WIN: ZELDA GO

ZELDA GAMES, MACHINES TO PL

Want to own some of the greatest games in the world and all the machines you need to play them on? You've come to the right place - the NMS Zelda giveaway! To celebrate the sheer fabness of Zelda on all Nintendo formats, we've teamed up with the big N to give away a rather wondrous prize - everything about Zelda you could ever want!

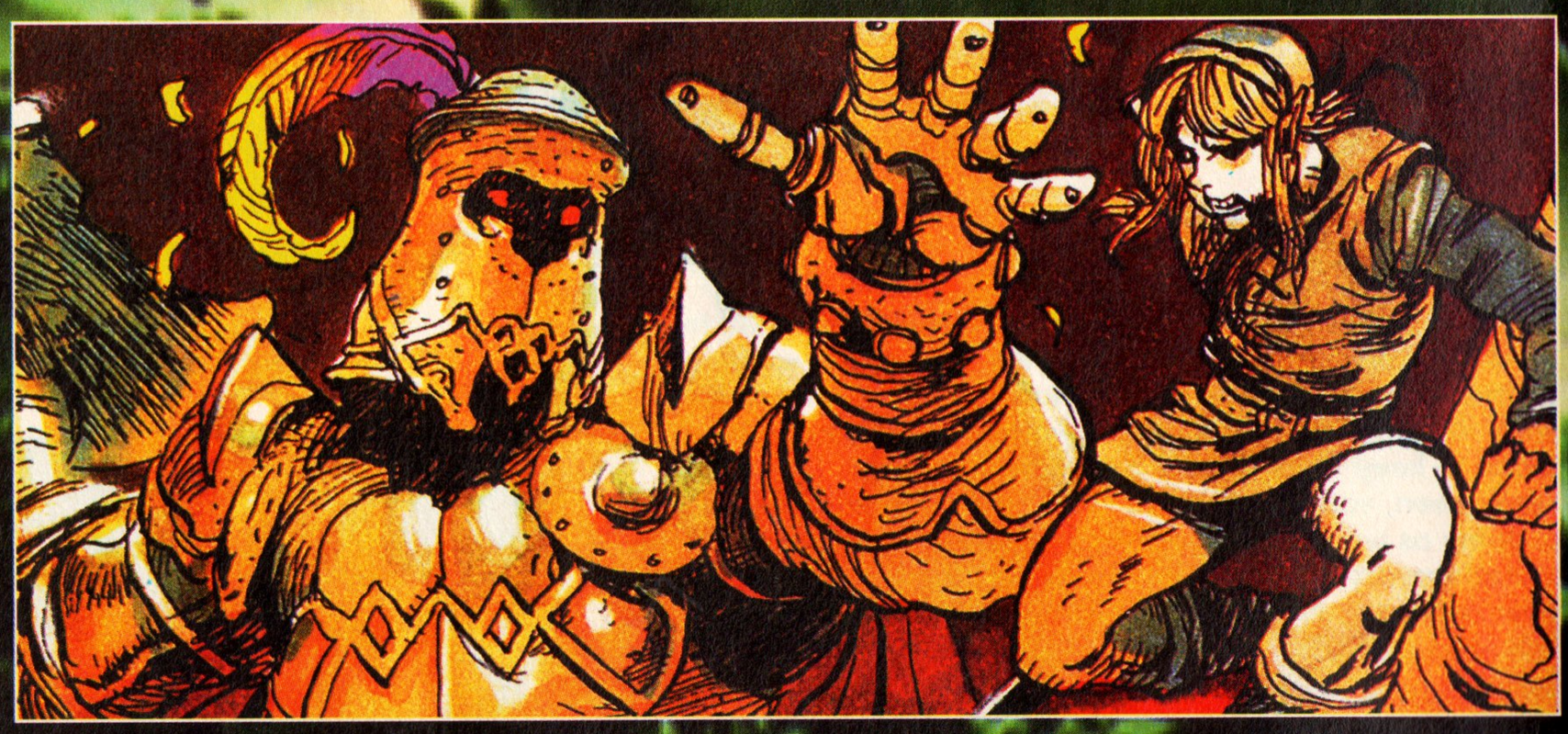
Incredible or what? Win this compo and you'll be the proud owner of more official Zelda stuff than NMS! You'll have more Zelda goodies than we possess here in the office. In fact, you'll own more Zelda stuff than just about anyone anywhere except Shigeru Miyamoto himself!

We think it's all rather wonderful, and the prize looks like this: Zelda on Super NES, with a Super NES, Zelda on NES, with an NES and Zelda on Game Boy, with a Game Boy. You'll get the he official Zelda guides as well (hard to find and collectors' items) together with completely exclusive Zelda paraphenalia (stand-ups, posters etc) that's not for sale anywhere!

So what do you have to do to waltz away with all these great Zelda goodies? Well, if you;re any sort of Zelda fan you'll know that a great deal of the game takes places in fiendishly-devised dungeons, often shaped like faces, keys etc. They're cold, dark, dangerous places full of crumbling old statues and stones, scary monsters, marauding spiders, gaping chasms and deep, dark mysterious pools. Only the bravest adventurers survive, which is part of the reason the game is so flippin' good!

Bearing this in mind, we want you to design your own dark, dangerous dungeon full of everything creepy, horrible and dowright deadly! We want you to come up with the most dreadfully difficult dungeon anyone has ever seen, and blow us away with its brilliance! If you can draw, grab a clean sheet of paper and sketch away. If you can't draw, don't worry - just write us a description of your dungeon and we'll use our imagination!

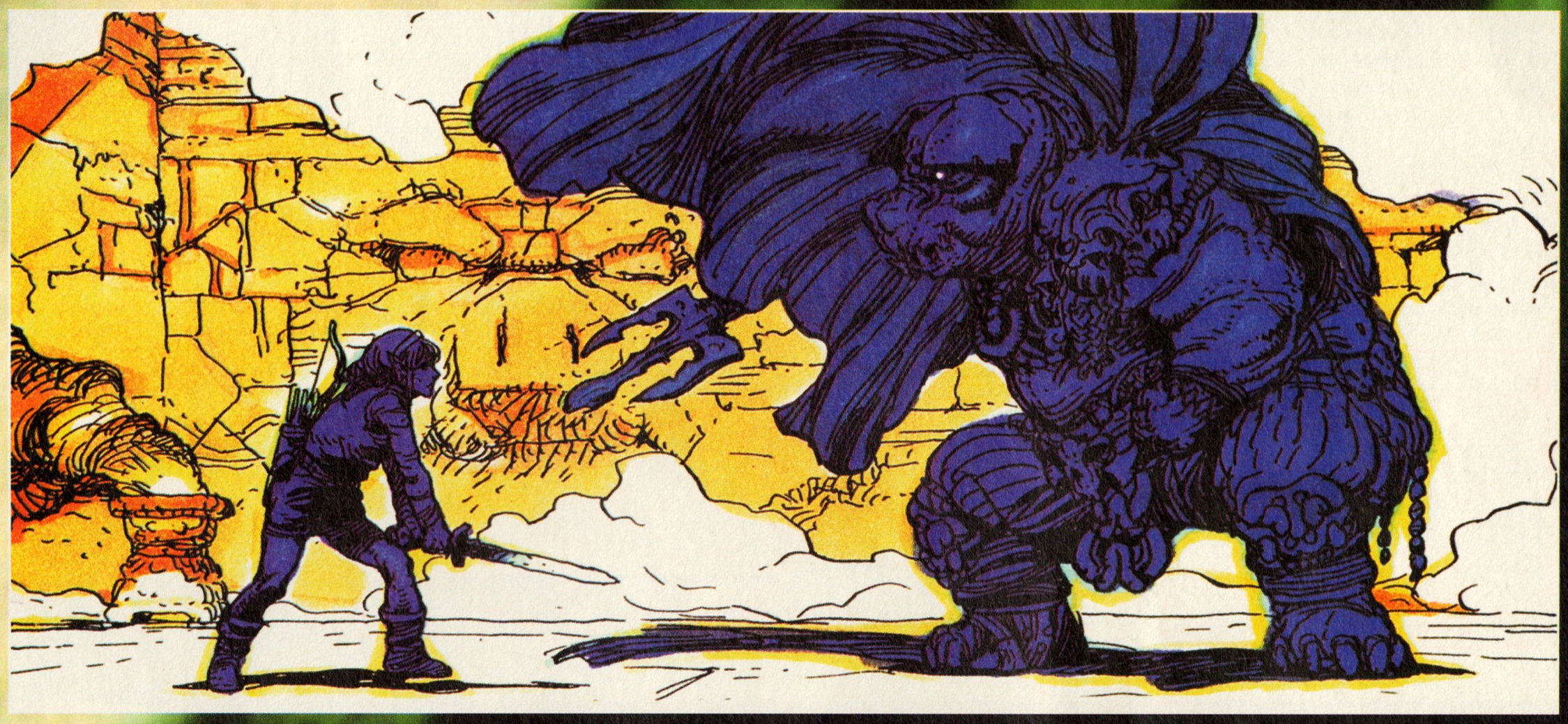
The Legend of Zelda: Link's Awakening



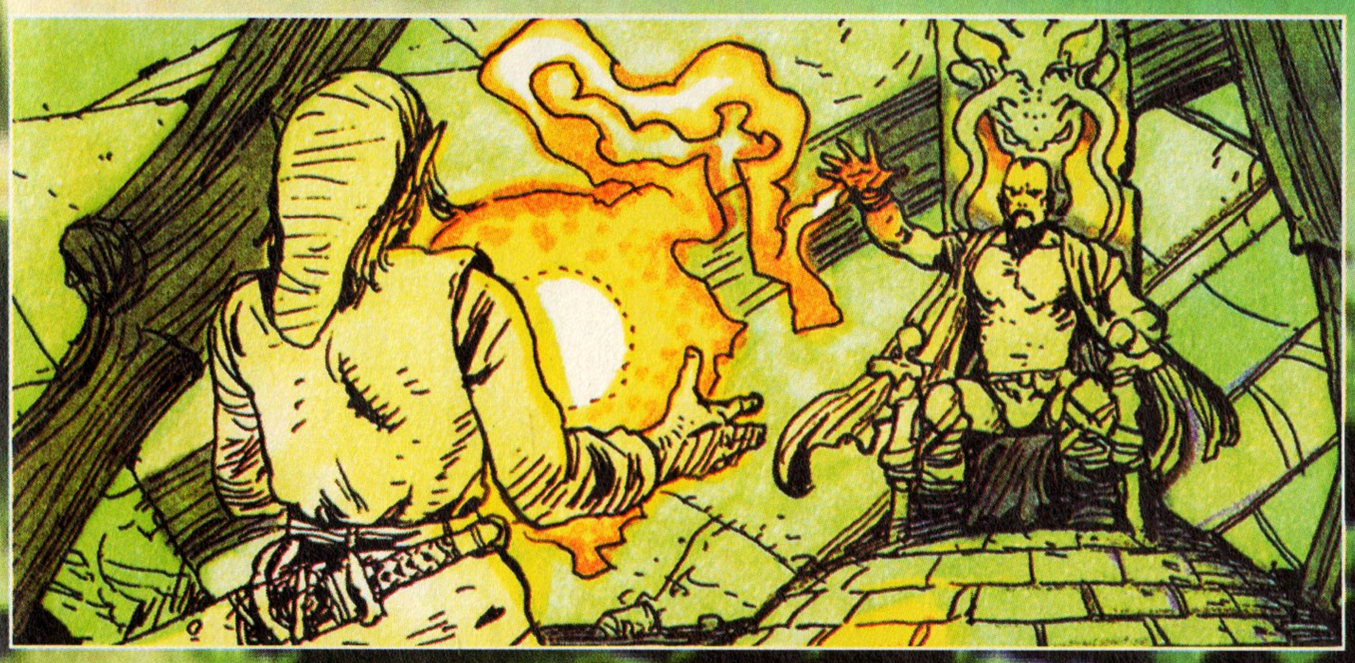
The Legend of Zelda

ODIES GALORE!

AY THEM ON, BOOKS, THE WORKS!



The Legend of Zelda: A Link to the Past



Zelda II: The Adventure of Link

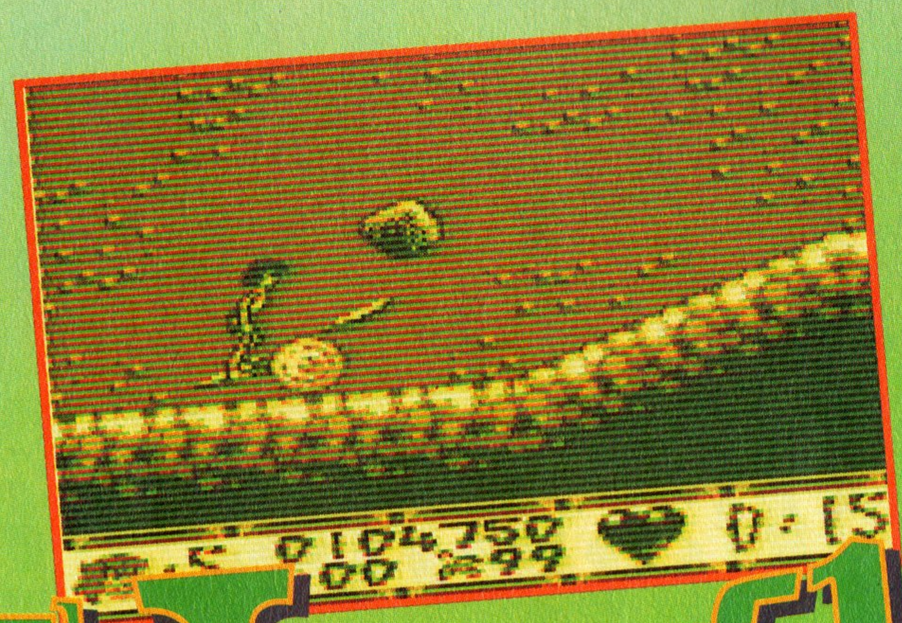
So why are you sitting around reading this? If you want to win those Exclusive Zelda goodies then get your moving and fire your entry away to: ZELDA DUNGEON COMPO, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Closing date for entries is May 30, after which we'll select the winner to walk away with this wondrous prize!

SPECIAL NOTE: If you send a picture, DON'T FOLD IT UP! Find a bigger envelope so that you don't have to fold your masterpiece, otherwise it's difficult to print your efforts in the mag!

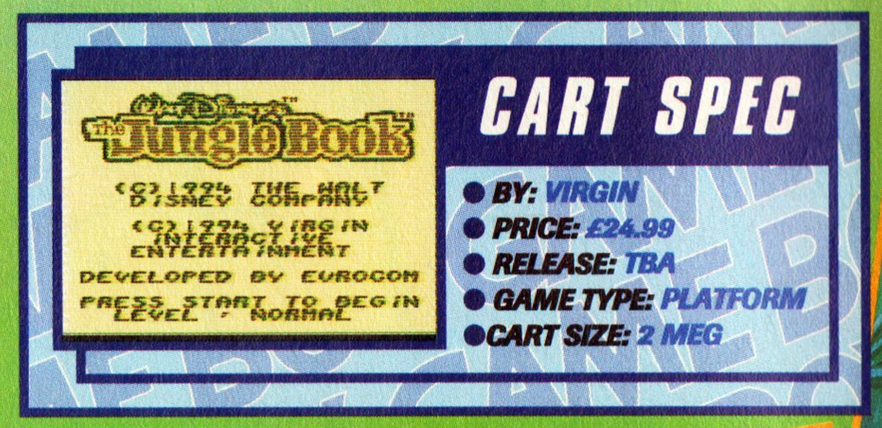
SMALL PRINT: All the usual NMS competition rules apply, which means anyone can enter except EMAP and Nintendo employees and their immediate families. The editor's decision is final, no correspondence will be entered into and there's no cash alternative to the prize on offer. Another fine NMS competition brought to you courtesy of Nintendo Magazine System. Oh, it's nothing. No, really. Don't mention it...

COURTESY OF NINTENDO

REVIEW
GAME BOY



The Jungle Book

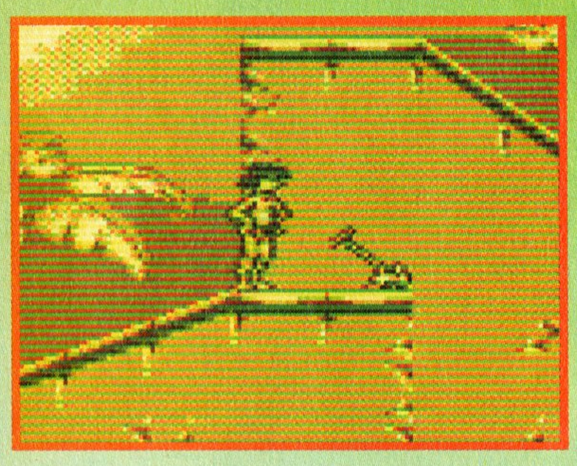


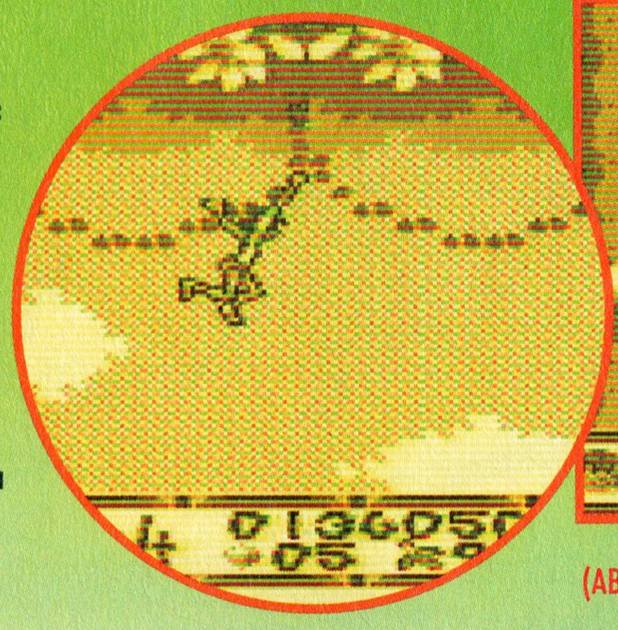
CART SPEC

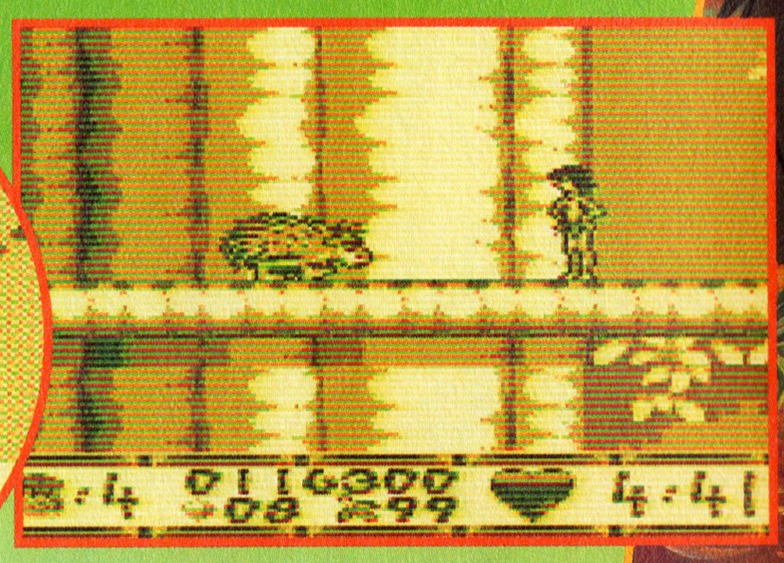
- **BY:** VIRGIN
- **PRICE:** £24.99
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 2 MEG

With the NES review of The Jungle Book in this issue, the classic cartoon is revived on the Game Boy as well. The song "I wanna be like you" seems to have uncanny significance when you compare the two versions. They're almost identical!

The primitive fun lover, Mowgli, finds himself subject to the laws of the jungle as he makes his way through six levels, doing away with enemies with the help of a banana or two. This is standard platform stuff involving action up trees, plenty of swinging, bonus levels and a variety of pick-ups. Mowgli's mission is to find diamonds . Until he's found all of them he can't move off the level. To make things a little more frantic, Mowgli is also racing against the clock.

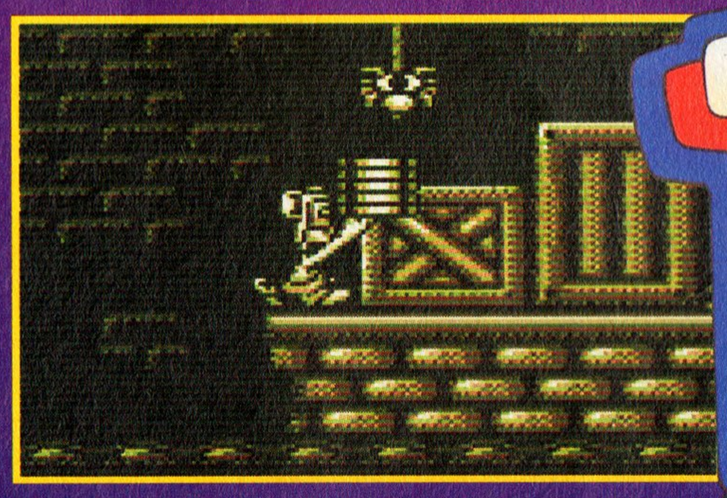






(ABOVE) Come by lad, come by...

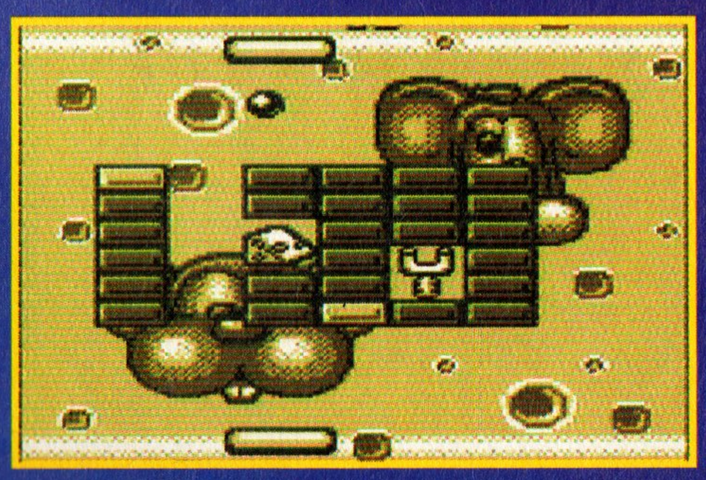
REVIEW
GAME BOY

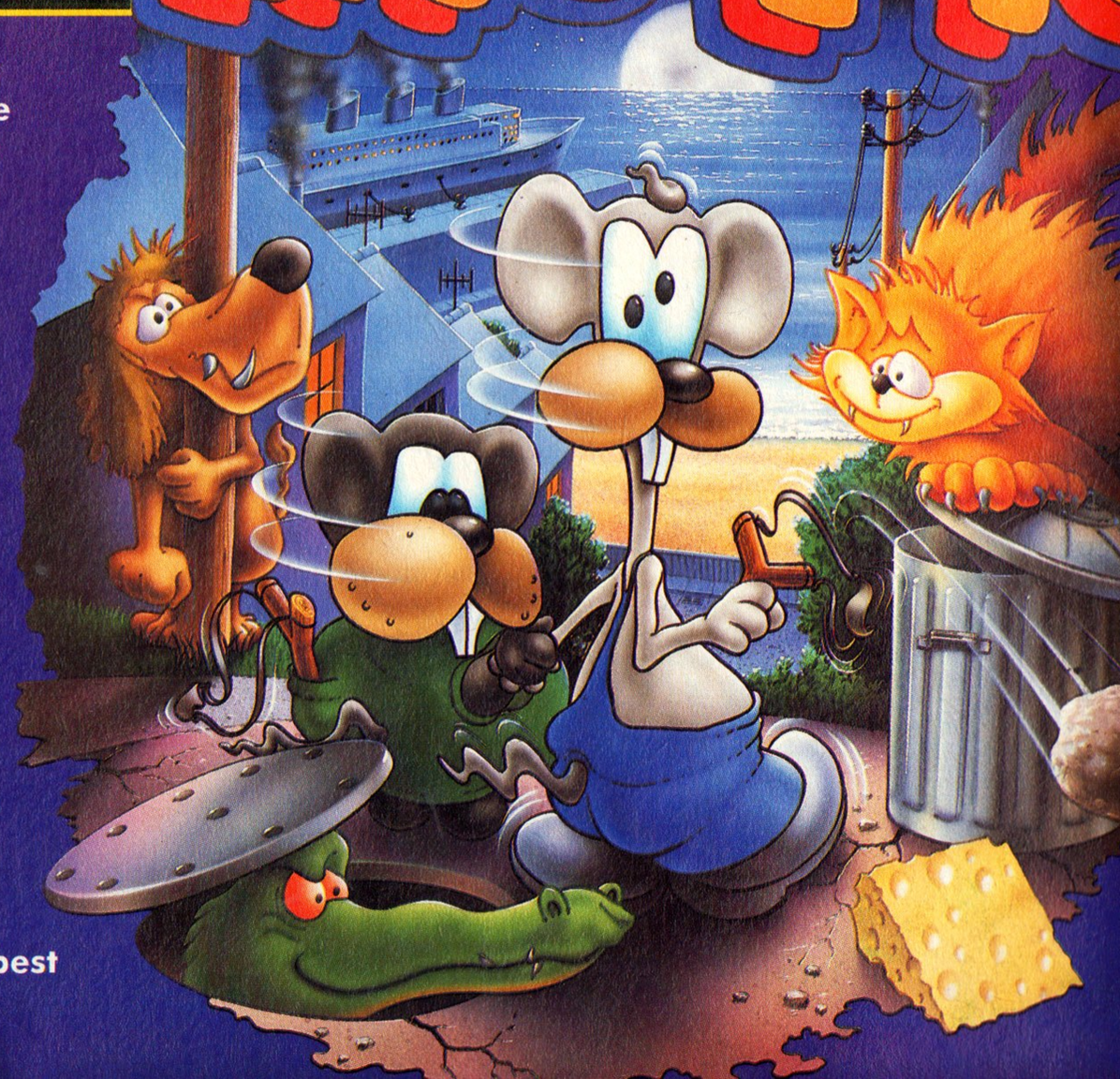


The Fid

It's an all too common tale these days. You know - small mouse-child on the way to a new life with his family in the big city gets flung from the back of a fruit wagon and washed down a nearby storm drain, swiftly followed by his valiant twin brother who decides, rather stupidly, to go in rescue of him. It just makes you want to weep doesn't it - the way these games programmers keep on coming up with these crap storylines.

Alas, this tragic scenario is just what Elite have decided to base their latest Game Boy platform adventure on and it's your task to help the mice escape their predicament by aiding their negotiation of several platform-filled levels. It's not all as simple as that though, for Franky Fidgett is lanky and able to leap gaping chasms with ease whilst Freddy is fat and can't make them unaided. However he's a strong little blighter and is more than able to pick his tall brother up and fling him skywards when the need arises. The Fidgetts plays rather like a hacked down version of Interplay's Lost Vikings in that success depends on making the best

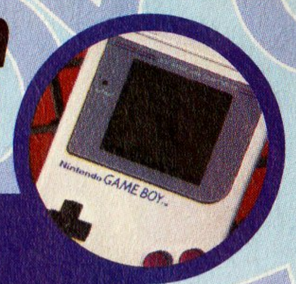




There are some special pick-ups to look out for that Mowgli can get at when he disposes of the local wildlife. Should he come across a spade, he can have a go at a bonus stage, providing he collects all of the diamonds to complete the level. Boomerangs occasionally make themselves available as weapons, and it's essential he gets his hand on some invincibility pick-ups when it comes to taking on a boss.

The Game Boy version is more fun than its NES counterpart, being smoother and more forgiving. There aren't any particularly adventurous ideas but there's plenty of action to keep you busy and the race against the clock amplifies the excitement. The Jungle Book is a bit samey and redundant once you're familiar with the territory, but fortunately the inclusion of difficulty settings renews the sense of challenge. If you're looking for a satisfying platform title, The Jungle Book is a pretty safe bet.

RATINGS



PRESENTATION — 80

▲ A difficulty setting is appreciated.

▼ Other options are largely non-existent.

GRAPHICS — 86

▲ Nice animation and there's plenty of variety in the backdrops.

SOUND — 85

▲ All of the familiar tunes are there: 'Bear Necessities', 'I Wanna Be Like You'.

PLAYABILITY — 85

▲ Again these are of the highest standard.

▼ Unfortunately, they still have a 'seen it.

LASTABILITY — 82

▲ Use those difficulty settings.

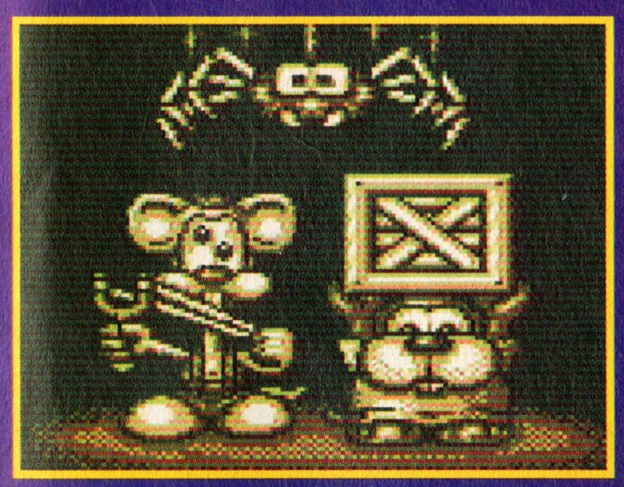
▼ Lasting appeal is quite limited.

OVERALL — 84

A good adaptation of the cartoon that pulls no punches but is entertaining all the same.

Fidgetts

use of each characters abilities at the appropriate moments. This is by no means a bad thing meaning that a fair amount of brain power is required to negotiate the platform levels. The Fidgetts also has a fair amount of variety with later levels, amongst other things, seeing our heroic pair ballooning around the place. In fact the only thing that spoiled the Fidgetts for me was the punishing time pressure you are put under to complete the levels which more often than not results in having to restart the game several times before you finally suss it out. Other than thatthe Fidgetts is a very competent platform/puzzle game.



RATINGS

PRESENTATION — 70

▼ A static intro screen does nothing to tell the embarrassing story.

GRAPHICS — 82

▲ Pretty large and detailed characters and backgrounds.

SOUND — 82

▲ The sort of annoying tunes that you find yourself humming a couple of hours later.

PLAYABILITY — 80

▲ More variety the further you progress.

▼ A bit fiddly. Killing time pressure.

LASTABILITY — 80

▲ Plenty of levels, variety and challenge.

▼ Password system should see you through.

OVERALL — 80

Nice enough mouse mayhem with enough variety to keep most people happy. Not a stunner, though.

CART SPEC

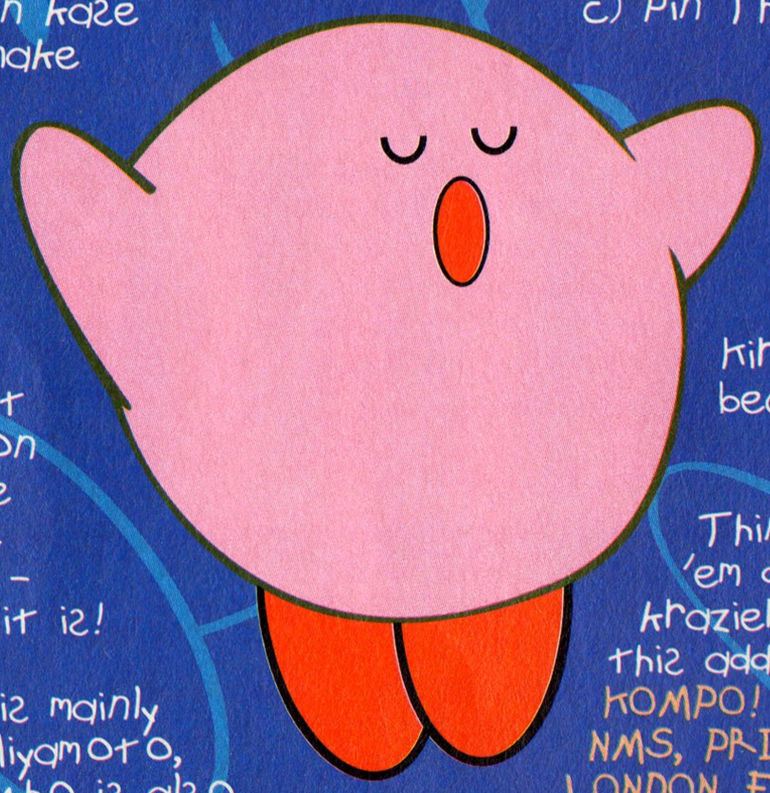
- BY: ELITE
- PRICE: £24.99
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 2 MEG

KOOL KIRBY KOMPETITION!

WIN A LIMITED-EDITION PINK GAME BOY

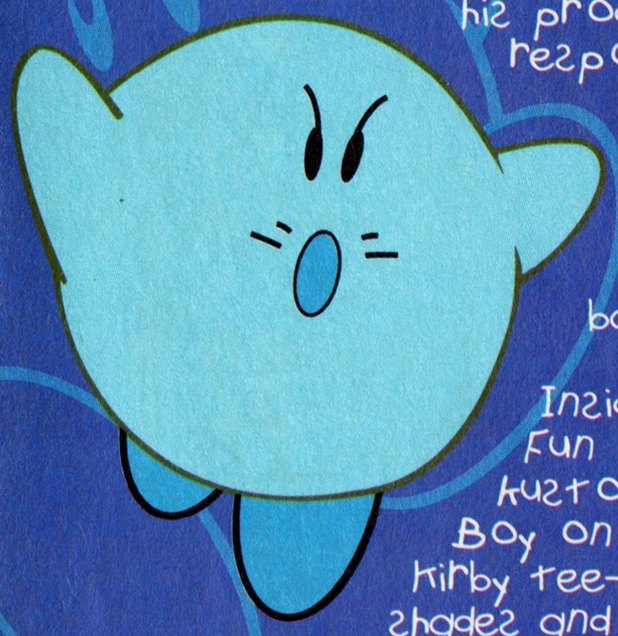
KOURTESY OF NINTENDO!

Kirby iz excellent! Kirby iz kool! Kirby will rule the world! Of kourze NMS lovez him and, fact iz, zo zhould you! (Paul'z writing thiz, in kaze you're in any doubt - NMS) To make thiz important requirement a little eazier Nintendo have produced a limited-edition Kirby back-pack and are eager to give it away!



Kirby iz the ztar of three Nintendo gamez; the mozt recent of which iz Kirby'z Pinball Land on Game Boy. Like Kirby'z Adventure and Kirby'z Dream Land, it iz one zuperb game. Why? Two reazonz - becauze we zay zo and becauze it iz!

The zecret behind Kirby'z charm iz mainly due to the talent of Shigeru Miyamoto, hiz producer, who iz alzo reazponzible for bringing Super Mario and Link - hero of the Zelda zeriez - to the world'z attention. Now if thiz izn't kredibility we don't know what iz! Right, back to the prize..!



Inzide the Kirby Variety Bag-O-Fun iz a kopy of the game, a kuztom-made Pink (yez, Pink!) Game Boy on which to enjoy playing it, a Kirby tee-zhirt, zome pink-tinted zhadez and a zelection of Kirby'z favourite zweetz. There'z even a Kirby whiztle making it pozzible to zing along with Kirby az you play! Thiz iz a unique prize - it'z not for zale anywhere - and to win it all you have to do to anzwer thezе three zimple quezтionz and kom-plete the tie-break in no more than 12 wordz:

1. What zhape iz Kirby? Iz he:
a) Quite round with a kouple of blobz on
b) An equilateral triangle, or
c) Funnily enough, he rezemblez the The Houzez Of Parliament if you look in the right light.

2. In Kirby'z pinball, what game doez Kirby play?
a) Pinball
b) Auztralian Rulez Football
c) Pin The Tail On The Donkey

3. Who iz the Greatezt Wind-powered Video Game Character Of All Time?
a) Kirby
b) Paul Darviez
c) Dunno, mate.

Kirby'z Tie-break: I'm a bit of a windbag becauze:

Think you know the anzwerz? Well zcribble 'em down on a zpecial Kirby poztcard - the krazier the better - and zend them to uz at thiz addrezz: KIRBY KOMPO! KIRBY KOMPO! KIRBY KOMPO! HERE'S MY KIRBY KOMPO KIRBY KARD! NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU. Klozing date iz May 30 1994 and only the mozt outrageouz Kirby fanatic winz!

SMALL PRINT: All the uzual (and rather kuddly) NMS kompetition rulez apply, which meanz anyone kan enter az often az they like, provided they're not employeez of EMAP Imagez, Nintendo or their immediate familiez. The editor'z deczion iz final, there'z no kash alternative to the prize on offer, no korrezpondence will be entered into and anyone who phonez up to find out whether they've won will probably regret it...

The Japanese Art of the Knuckle Sandwich

Lovingly created by the Manga-mental games gurus of the Orient, this epic arcade adventure is now available in the UK. Master super-cool martial arts and devastating magic powers, battle across mystic lands, explore undersea worlds and blaze across the skies - with 21 complex and incredibly varied levels, Skyblazer makes other games look positively Bonsai.

SKYBLAZER™

SNES

SONY ELECTRONIC PUBLISHING™

ANIME IN THE U.K.

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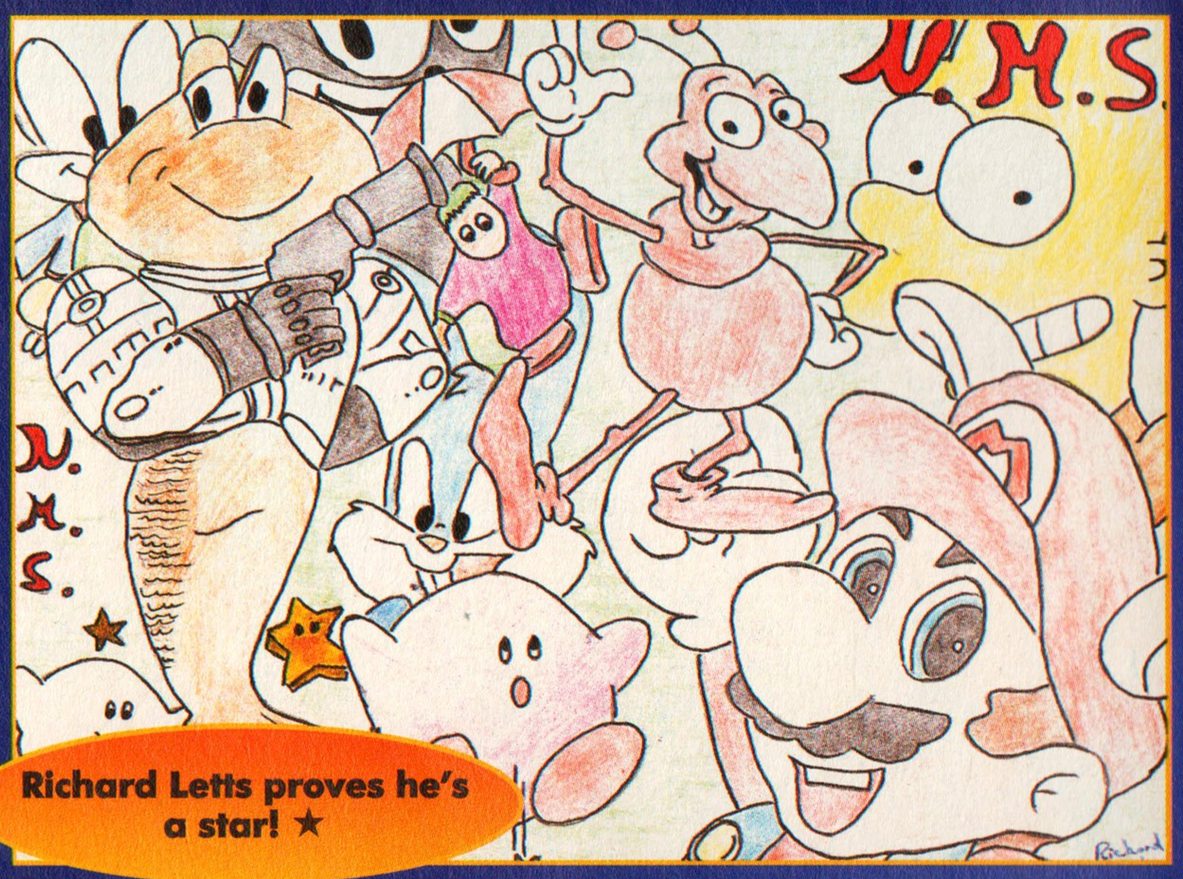
THE TROUBLE WITH COD IS THAT THEY NEVER SWIM IN A STRAIGHT LINE. **H**ONESTLY, IT'S THE BANE OF MY LIFE. **T**HERE **I** AM, PADDLING ALONG THROUGH THE STRAIGHT ON THE TRAIL OF A SMALL SCHOOL OF THE LITTLE CRITTERS, PICKING UP SPEED ON THE UNDERTOW. **I**'M RIGHT UP BEHIND THEM, GETTING READY TO TAKE A BIG MOUTHFUL, WHEN ALL OF A SUDDEN THE LITTLE BUGGERS UP AND TURN AWAY ON ME. **N**OT JUST ONE OF THEM, OH NO - WE'RE TALKING THE WHOLE BLOODY LOT! **T**HIS USED TO BE A REAL PROBLEM, UNTIL **I** HIT ON A THOROUGHLY INGENIOUS METHOD OF GRABBING A DECENT BITE. **I**'D LIE AROUND AND TAKE IT EASY, KEEPING AN EYE OUT FOR ANY TRAWLERS WHICH MIGHT HAPPEN PAST. **S**URE ENOUGH THEY'D CHUCK THEIR NETS OUT AND **I**'D DELIBERATELY SWIM INTO THEM. **Y**OU SHOULD HAVE SEEN THOSE FISHERMEN'S FACES WHEN THEY PULLED THEIR NETS IN TO FIND **I**'D SCOFFED THEIR ENTIRE CATCH! **L**IFE - IT'S A LAUGH, EH? **A**NYWAY, ENOUGH OF MY IDLE BANTER. **W**ELCOME TO THE MADDEST **M**AILBAG IN THE KNOWN WORLD, HOSTED BY THE MOST SLIPPERY CUSTOMER KNOWN TO MAN. **I**F YOU FANCY A RANT ABOUT GAMES, WANT TO BE FAMOUS OR JUST FANCY A LAUGH, YOU KNOW WHERE TO COME. **S**END YOUR LETTERS TO: **OH SEAL! GREAT FOUNTAIN OF WISDOM PLEASE LISTEN TO MY PLEA! SEAL'S MAILBAG, NMS, PRIORY COURT**, 30-32 **FARRINGDON LANE, LONDON EC1R 3AU**. **Y**OU MIGHT WIN A FEW **NMS P**RIZE **S**TARS FOR YOUR EFFORTS, OR THEN AGAIN YOU MIGHT NOT...

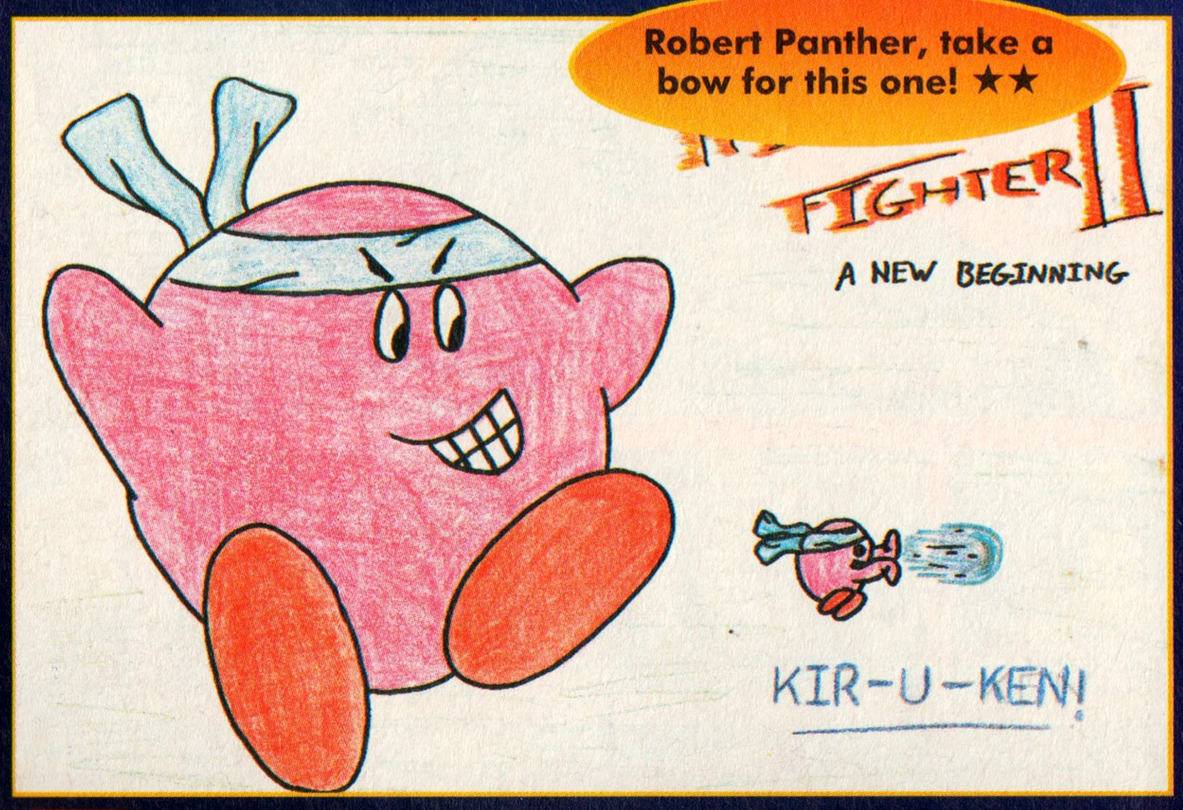


Richard Letts proves he's a star! ★

I'M A MORTAL MORON

Dear SEAL,
I have found a kind of cheat on Mortal Kombat on the Super Nintendo. Become Liu Kang play normally until the second round (or third if you get beat a round). Then when DANGER comes up on the opponent's energy do a move that will send them flying - eg an uppercut. Then it will come up Finish Him/Her so jump back or walk back until you can't go back any further then hold back and rotate the joypad 360 degrees. He will then cartwheel and then uppercut and completely miss his opponent. They will still be swaying about but you will still get your finishing bonus. Please print this as it's the first letter I've written you. Thank you.
MAST COGARVEY
★
Darnley, Glasgow

SEAL: I normally throw this sort of thing in the direction of Paul, but in this case I've made an exception. Can anybody conceive anything more pointless than the contents of this letter? Have you found a cheat which does basically nothing at all? Have you discovered that brilliant tip which makes absolutely no impact whatsoever on the game? Do you have a name which sounds like an old tramp coughing up his dinner? Write in with your pointless tip and the most useless of the lot may just win a prize...



JUST A PHLEGMISH FOOL...

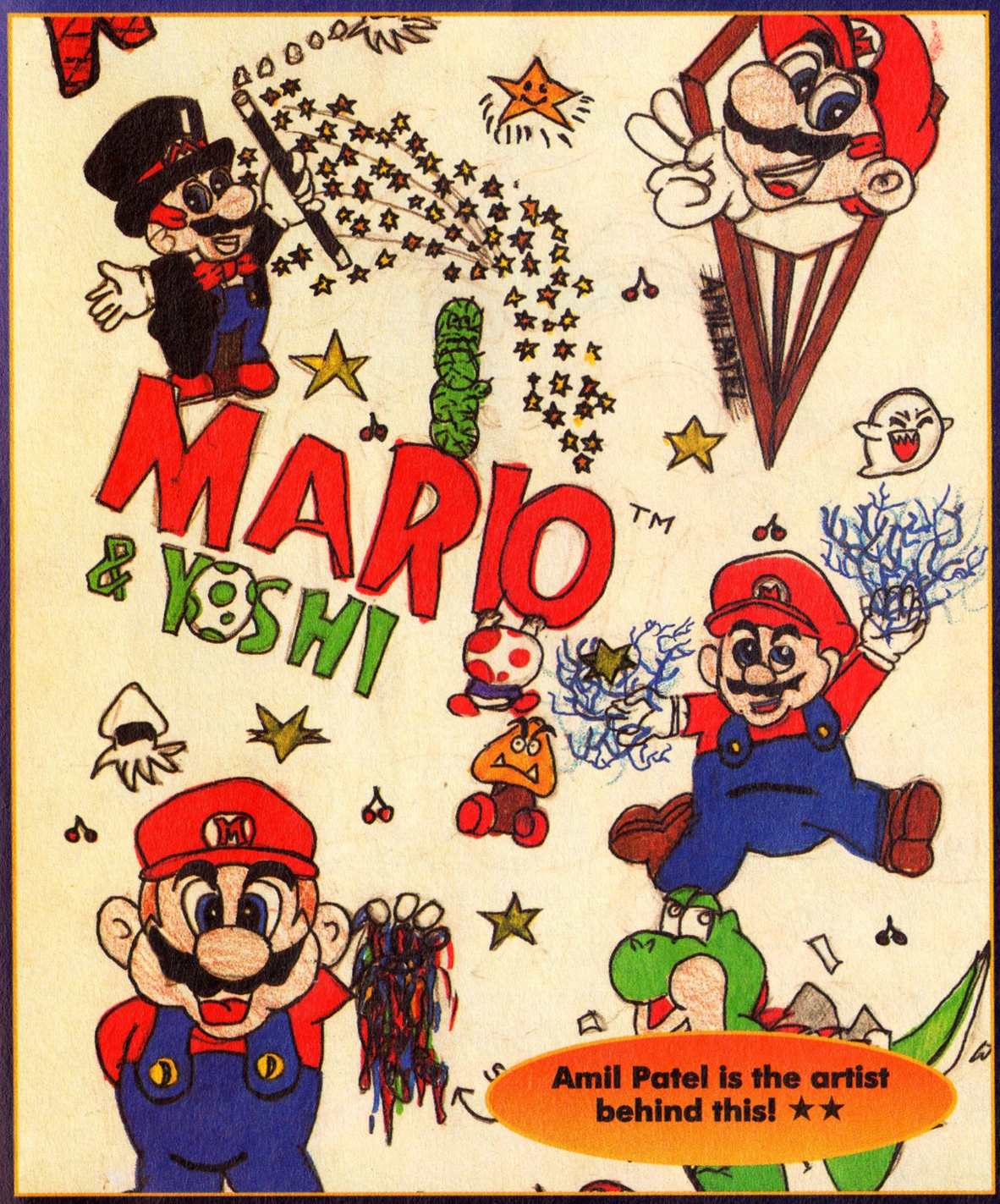
Dear SEAL,
I'm just writing to complain about the idiots that spoil the Mailbag section of the mag (yes, I know I'm asking for it!). The most annoying thing is reading the mag only to find some gibbering idiot either whining about console players having no life or a lowlife grunt blaring about this and that. If somebody thinks console players have no lives, then why write in and whinge about it? If these people are against all consoles, then why are they reading a console mag? Finally, please kill all the people who think they're hilarious because they end their letter by writing Superman, Somewhere Rather Good because it really isn't funny. Great work on the mag. Keep it up!
NICK ADAMS
★★
Tervuren, Belgium
PS No, I'm not Flemish.

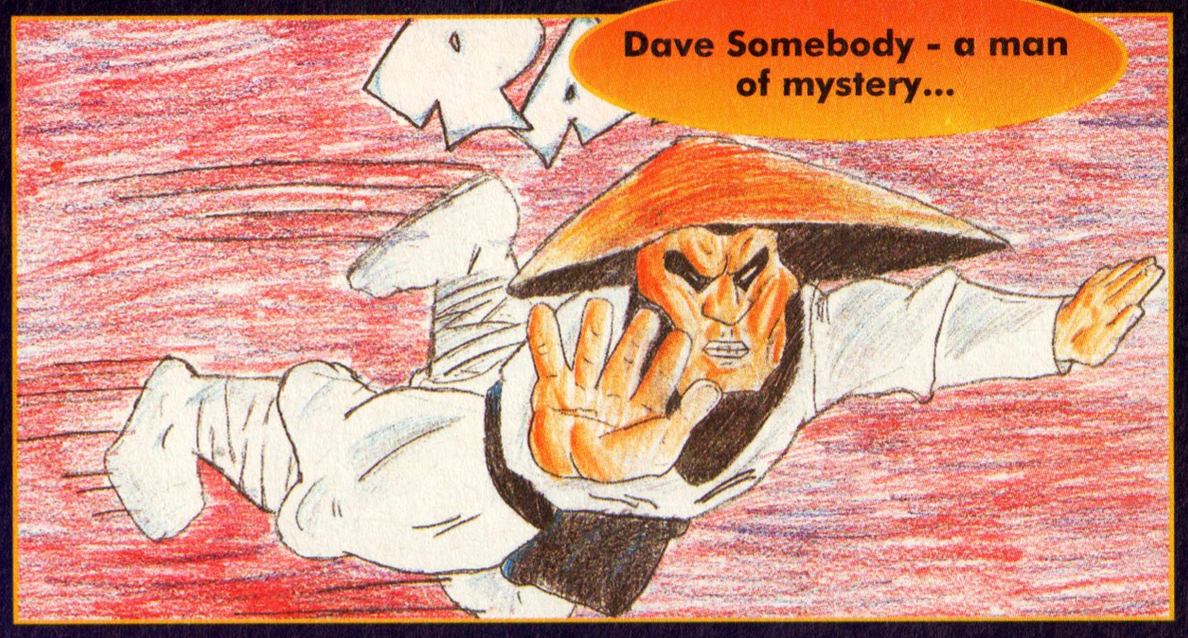
SEAL: You may not be Flemish, but you sound a bit phlegmish to me. Do great phlobs of greenie fly out of your gob every time you try to speak? Well check them carefully -they could be fragments of your brain. Whilst you were constructing this literary masterpiece, did it ever occur to you to give it some sort of point? For a start, the whining you whinge about very rarely happens, and if your pale and rather pathetic letter isn't the work of a "lowlife grunt" then I don't know what is. Rather than spend all your time criticising everybody else, why not come up with something original to say? I suggest you read your letter back to yourself right now. Sound familiar? You've just written the world's smallest autobiography, and very boring it was too.

I'M CLEVER, I AM...

Dear SEAL,
I am writing to let everybody know that independent computer stores are the best. I haven't paid full recommended retail price for a Super NES game since I first got my machine for Christmas 1992! I have got top titles such as Zombies, Clay Fighter, T2 Arcade game, Rock 'N' Roll Racing, Secret of Mana, Top Gear 2, Bomberman, Cybernator, Turtles Tournament Fighters, Mario All Stars, SF2 Turbo, and oh the list goes on and on. Let me tell you what happened this past week. On my lunch hour at work, in Sheffield centre, I went into an independent computer store and purchased Doomsday Warrior (Japanese) for an incredible £15. Incredible? I hear you say. I know this isn't the best game ever, but for £15 it was a good buy. I played the game and finished it within a day. Then yesterday I went down to one of the independent computer stores and part exchanged this game.
I part exchanged this game for T2 the Arcade game, which was on sale for £48. The store gave me £35 exchange for doomsday warrior. This meant I had only to pay the difference of £13. All in all I have got T2 the arcade game for an incredible £28 and I also completed Doomsday Warrior. At other stores I go to you can exchange games for a little as £4. So if you foolishly buy a crap game, go to your local hide-away computer store and exchange it. I do.
SEAN McMAHON
★★
Rotherham, South Yorkshire

SEAL: It's funny you should mention this. Just the other day I waddled into my local computer store and bought a copy of Turbo for half-price! Before I got out of the shop I'd decided that I wanted a refund and took it back to the counter. The bloke who had just sold it to me seemed somewhat surprised that I wanted my money back, and informed me that Turbo is one of the best games in the world. I told him I already knew that, asked him whether he thought I was thick or something and started demanding my cash back. He got a little stroppy at first, but then he saw sense. Not only did he give me my money back, but he allowed me to keep the cart AND the entire contents of the till. Mind you, I did have his head in my mouth at the time - but it just goes to show you what you can save if you shop around...





QUALITY CONTROL

Dear SEAL,
I would like to share my thoughts about the quality of the gaming industry in general. **(Must you? Oh, go on then - SEAL)** Okay, so there are a few stars in the heaven of Nintendo like Capcom, Konami and of course Nintendo - but most of the other game producing companies in the world only care about cart sales and profit when they should bee more concerned about the quality of the software. Take THQ for instance. **(I'd rather not take THQ at all - SEAL)** They spend all of their money on licence deals and give programming and playtesting a very little amount of time and money. What I am saying is that software houses of the world should pay more attention to gameplay and quality rather than licence deals and worry about getting them out on to the markets quickly as possible. That would improve their profits, as well as making life much more fun for us gamers. **(Er, right - SEAL)** If the general gaming industry does not change by itself the only person who can is you, the customer. Don't make hasty purchases - wait for an NMS Review instead. If both the companies and the customers took notice, the gaming industry could go through a dramatic and positive change.
GUSTAV PERRSON
★★★
Enskede, Sweden

SEAL: Well, you started off with a fair amount of intelligence but it sort of dwindled off towards the end. Still, I sort of got the point and it's quite a valid one. To give you some sort of idea of what's involved in a big name license game, let's run through the process quickly. There's a big license up for grabs and software companies bid for it. Sometimes the bidding skyrockets, especially if it's a really popular film or arcade game. Then comes the task of actually programming the game: working to tight deadlines, companies have to assemble coders, graphic artists, musicians, technicians, effects people, producers and all the support people to help them. These people have got to be paid, regardless of how the product turns out. When they're about halfway through the project the company has to decide how best to market the game, and commit a lot of money to selling the game on TV and in the magazines. By now the costs involved in producing this game are absolutely massive, and this money has already been spent. Then, and only then, does the company get some idea how good the game is - and sometimes its crap. So what do they do? Do they throw their hands up, throw it in the bin and throw away all their money or do they pump more money into the title to try and salvage something decent from it? Sometimes they have no choice but do neither and release a substandard product, or simply go out of business. This is precisely why magazines like NMS exist - to give you an unbiased view of games before you buy them, and warn you which games to avoid. Of course, some people don't think they need the mags at all - and these are the types who squander their cash on substandard games. Frankly, I've got no sympathy for these people. Why? It's very simple: as long as some idiots keep blowing their money on substandard games, substandard companies will keep releasing them. If everyone read NMS and knew which games to buy, the rubbish would soon disappear because the people producing crap games would go bust. So rather than simply blame the companies who produce cacky carts, blame the sad punters who keep buying them as well. I think I need a lie down...

BORING, BUT IMPORTANT

Dear SEAL,
I am writing about Mortal Kombat 2. In one of the previous issues you mentioned that it would be heavily cut for the younger children. To try and stop this, why don't you put a small Questionnaire in the next issue asking parents' views on the matter. The parents could then fill in the questionnaire, sign it and send it you back. If the parents didn't mind the violence, blood and gore left in you could send the results to Nintendo and they may consider leaving in the blood etc.
PS You could also show some screen shots to show the parents what it's going to be like. Even if you don't print this letter, please could you use my idea? Thank you.
ROB PORTER
★★
Noaddressville, Elsewhereshire

SEAL: The trouble with Questionnaires of the type you describe is this: they're hardly likely to be a fair reflection of how people really feel. The type of people who are manically opposed any violence whatsoever are about a thousand times more likely to return a Questionnaire than people who don't really mind. They're the sort of people who have a coronary when someone farts in the street outside their house, claiming it's put a hole in the ozone layer. People like this actually enjoy complaining because it makes them feel important, not because they have something worthwhile to say. Obviously there are reasonable people with valid opinions who are opposed to violence in video games, but what everyone fails to realise is that Nintendo are just about the most strict self-censors in the entire world. Right now I'd say the balance is just about right, but I'm sure there are lots of people out there who are going to disagree, and they're bound to write in...

JOIN THE KIRBY KAMPAIGN! PRIME MINISTER MUST BE TOLD!

Dear SEAL,
There are sad people and there are very sad people and I think some sad reviewers who dare give KIRBY (AKA GOD) games low marks. How dare they? There should be Kirby statues in every town.
STUART WINDOW
★★★★
Bromley, Kent

SEAL: I quite agree, and have written to the Prime Minister on this very point. I explained to him that since the government's got loads of cash, why not splash out some of it on Kirby monuments? To date he hasn't replied, so why don't you lot write to him too? Let the PM know that Kirby should stand proudly alongside our national treasures and that you'll persuade your parents not to vote for him if he doesn't get them Kirby statues up sharpish! Address your letters to: URGENT! KIRBY CAMPAIGN!, JOHN MAJOR, 10 DOWNING STREET, LONDON, ENGLAND. Send me a copy of your letter together with any reply and I'll print them right here. Best letter (and reply) of the lot will win a special Kirby goodybag stuffed full of Kirby collectables which cannot be bought anywhere...

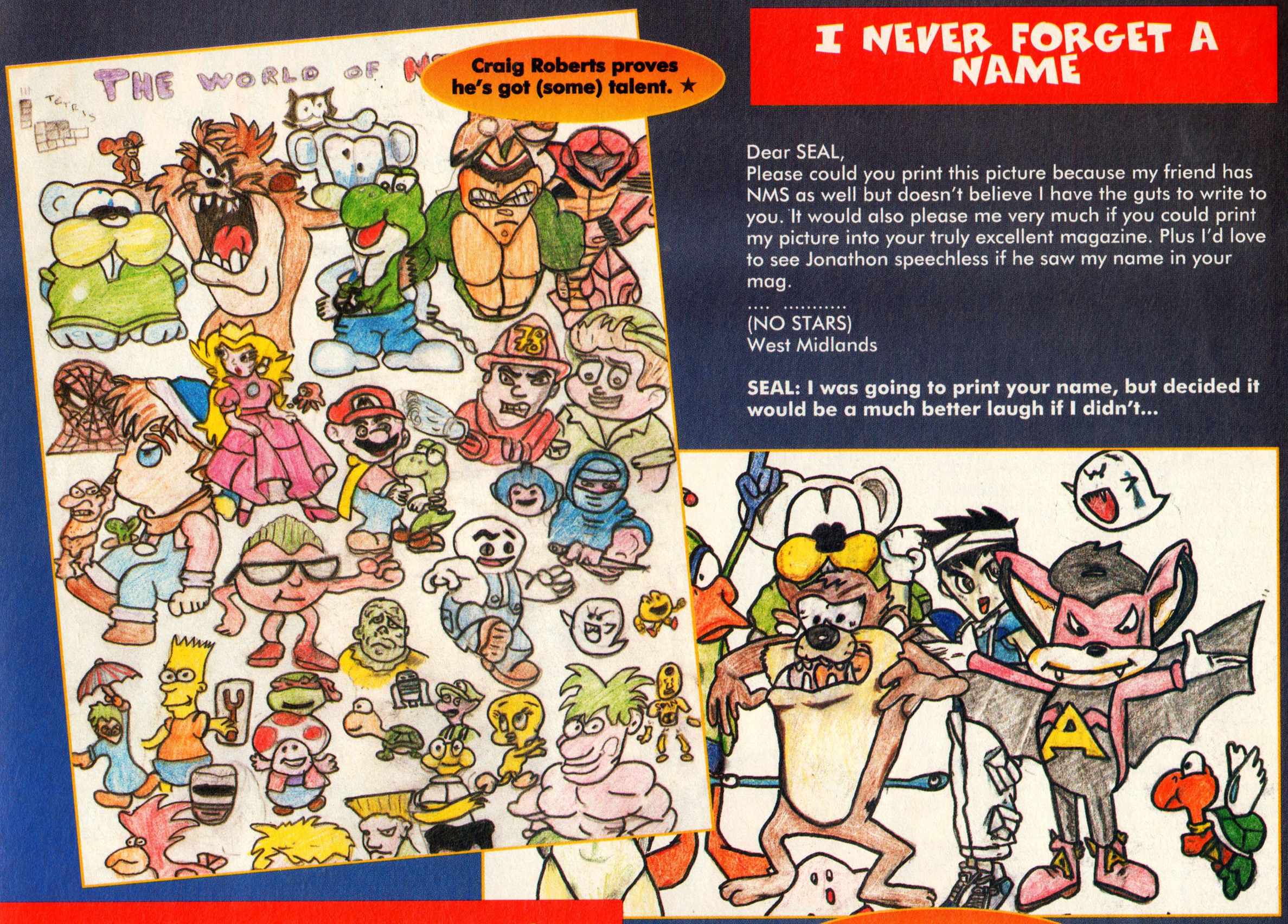
Darren McKean done this. Well done. ★

EXCUSE ME- AM I ALIVE ?

Dear SEAL,
I decided to write to you about a little problem I have whilst playing Turbo, Mario All Stars and StarWing (which all got over 90%). I get very frustrated! I find the control on these games absolutely awful! For example, on Turbo when you defend the other character still kicks or hits you. On All Stars, he sometimes decides not to jump or move the direction you want. As for StarWing, well, it is so slow - when you move from an object coming to you from a distance the object still hits you. I believe all the NMS crew have experienced similar problems and many people will agree with what I am saying. My friends certainly agree with me (so we can't be the only ones regularly experience CRAP CONTROL! Somehow the NMS boys decided to admit that Super Empire Strikes Back had bad control, but if they had included this in Turbo, All Stars and StarWing what percent would they get? Below 70%. If a game has good graphics, sound, playability, etc like the three games above, then these things will hide the bad control - so it may be important for NMS to include control in their ratings. Any Super NES owners who also own the 16-bit rival machine will notice a spiky blue hedgehog has better control than Mario in Mario 3. I am not complaining at all at NMS, as I think your mag is well pucker. I just thought I should mention the few problems I have with certain games, as nothing is perfect (yet). Hopefully Nintendo will listen to what I am saying.
BEN STOREY
★
Broadstairs, Kent

SEAL: Oh dear oh dear oh dear. I think I have the solution to your problem, and it's a little bit embarrassing. When you hold the joypad, the wire is supposed to go away from you - not towards you. The direction controller is supposed to be on the left and the buttons on the right. It seems that you've been holding the pad upside down again. Perhaps if you pulled your nose away from the screen and pulled the hair out of your eyes you might be able to work this out for yourself. See if this helps, too: next time you're playing, try to act like a *Normal Person*. This means no dribbling on the carpet, no sticking your tongue out of your mouth at funny angles and no forgetting to pull your trousers down before you take a poo. It may take a while, but once you've got the hand of *Normal Life* your gamesplaying skills should improve no end.

Christopher Symonds - NMS hero. ★★★



Craig Roberts proves he's got (some) talent. ★

I NEVER FORGET A NAME

Dear SEAL,
Please could you print this picture because my friend has NMS as well but doesn't believe I have the guts to write to you. It would also please me very much if you could print my picture into your truly excellent magazine. Plus I'd love to see Jonathon speechless if he saw my name in your mag.

....
(NO STARS)
West Midlands

SEAL: I was going to print your name, but decided it would be a much better laugh if I didn't...

Christopher Symonds. What, again? ★★

MORE KIRBY KRAZINESS

Dear SEAL,
My name is Mr Kirby's agent and I would like to proclaim, with kirby's deepest gratitude, that Paul (Kirby) Davies is Kirby's number one fan. By the way I represent top Video Games Agents Extraordinaire and we feel that you, oh Gods of computer gaming magazine creators, should hear this before anyone else does.
Official press release scheduled for the 24th May 1994. Okay, here goes....King Kirby 1st is now running for presidency of Norway. I know this may come as a bit of a shock, but me and the big guy have decided that this is his next career move for the Great One. He will make his first public appearance in Norway as soon as the poster campaign is under way. This is enclosed somewhere. Kirby is also involved in a terrible court case with the New Zealand Rugby team for the use of the name Kirby approximately five times. We were not consulted in this whatsoever and fully intend to screw them for every penny. Now you can help us by becoming the official magazine helping us to promote Kirby's Norwegian run as president. Then Kirby himself would like the following people to run for these positions:
Tim Boone - Vice President
Paul Davies - Kirby's official Mother
Gary Harrod - Foreign Despondent
Andy Mcvittie - A wet Mackeral
Dave Kelsall - The bloke who's crap with money
NMS is the best mag and could really boost Kirby's chances of presidency. If you have any problems, don't hesitate to contact me and the cheque is in the post.
DAMIEN FAULKNER
★
Pinner, Middlesex

SEAL: I'm not going to reply to this. If I did, Damien might regret it - and he's got enough problems of his own without me adding to them...

GET YOUR ACT TOGETHER!

Dear SEAL,
When are Nintendo going to bring a new system out? If they are they're a bit slow at doing it. Your mag is great!
JAMIE FARNDELL
★★
Worthing, Sussex

SEAL: A fair point, clearly put. If you read last month's NMS you'd be well clued up on Project Reality by now. If you didn't, or if you have trouble absorbing simple facts, here's a quick repeat: PR should appear in the arcades this year. These coin-ops should be exactly the same games that you'll be playing at home next year, together with a lot of new ones. The arcade phase will be used as a testing ground to see which types of games people like most using the new technology, and will give Nintendo the chance to mass-produce machines costing many thousands so that you can buy them for a couple of hundred. If you want my opinion, it's going to be well, <I>well<B> worth the wait...

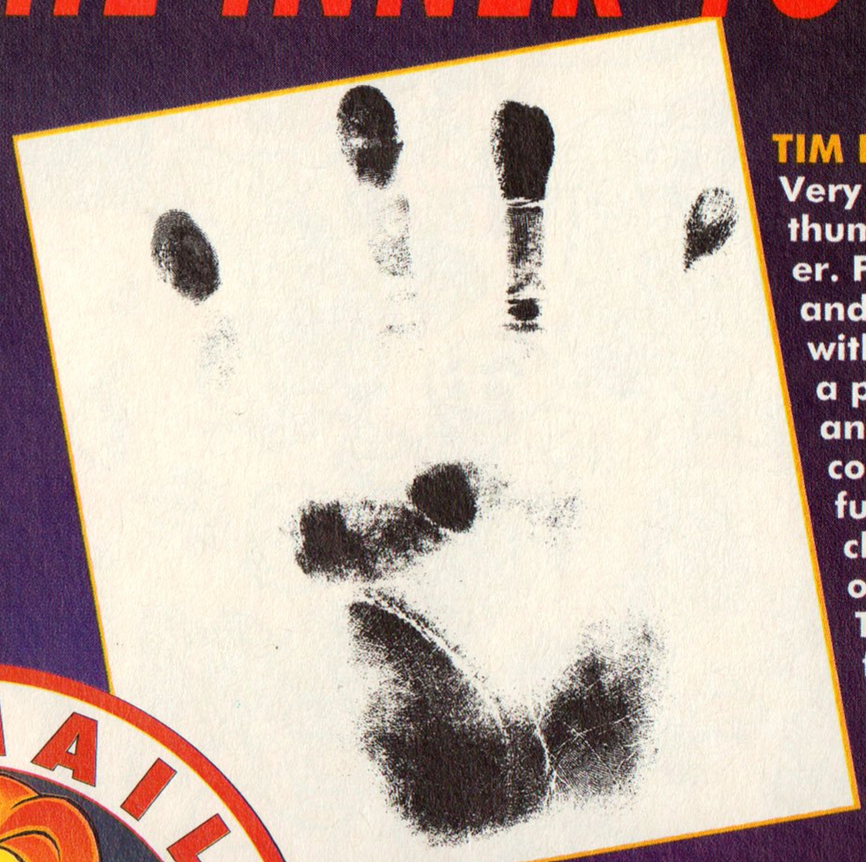
AND AFTER THAT FINAL SLICE OF OLD CODSWALLOP, **SEAL** HAS DECIDED IT'S TIME FOR A HOLIDAY, SO WITH A WAVE AND A SMILE OUR MAMMAL MADMAN SLIPS INTO THE SEA AND HEADS OFF IN THE GENERAL DIRECTION OF **M**ARGATE. **I**F YOU'D LIKE TO SHARE YOUR THOUGHTS WITH THE MASSES (OR MAYBE YOU'VE ONLY GOT THE ONE TO SHARE) THEN YOU KNOW WHERE TO COME. **U**NTIL NEXT MONTH, FISH FANS...
UP YOURS!

YOUR FUTURE FORETOLD!

MYSTIC SEAL'S PALM PREDICTIONS

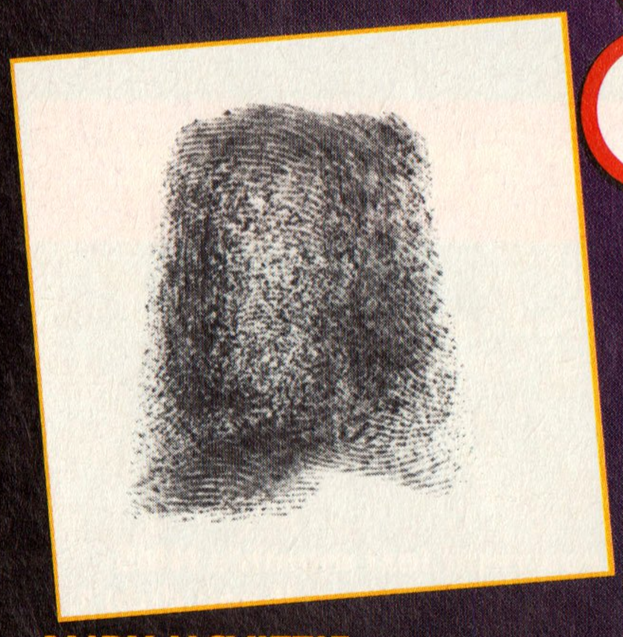
REVEAL THE INNER YOU!

In this modern computer age, you humans seem to have lost touch with your spiritual roots. There's an old saying among seals that goes: 'When the tide has all but ebbed away, the sun will lose the seaweed beyond the golden turbot.' Often, in solitude, I like to ponder these ancient words of wisdom, and through blubbist meditation reach a profounder insight into myself and the life energies which surround me. With this in mind that I decided to turn my spiritual talents to the benefit of the NMS readership. If you would like your future foretold, simply cover your palm with ink, slap it down on a clean sheet of paper and send it to: MYSTIC SEAL'S PALM PREDICTIONS, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. This month I shall begin with a selection of the NMS crew, each of whom has offered up their future for mystic inspection. I shall now transport my mind into the appropriate spiritual channels for psychic communication...



TIM BOONE

Very interesting. Notice how the thumb has left no print whatsoever. Firstly this points to a chaotic and anxious childhood fraughted with insecurity, and, secondly, to a peculiar attraction to slim fruit and veg (bananas, cucumbers, courgettes etc.). As for the future, things are becoming clear. Yes, I'm definitely...hold on, it's coming...in three years Tim will still be quite a fat lad...

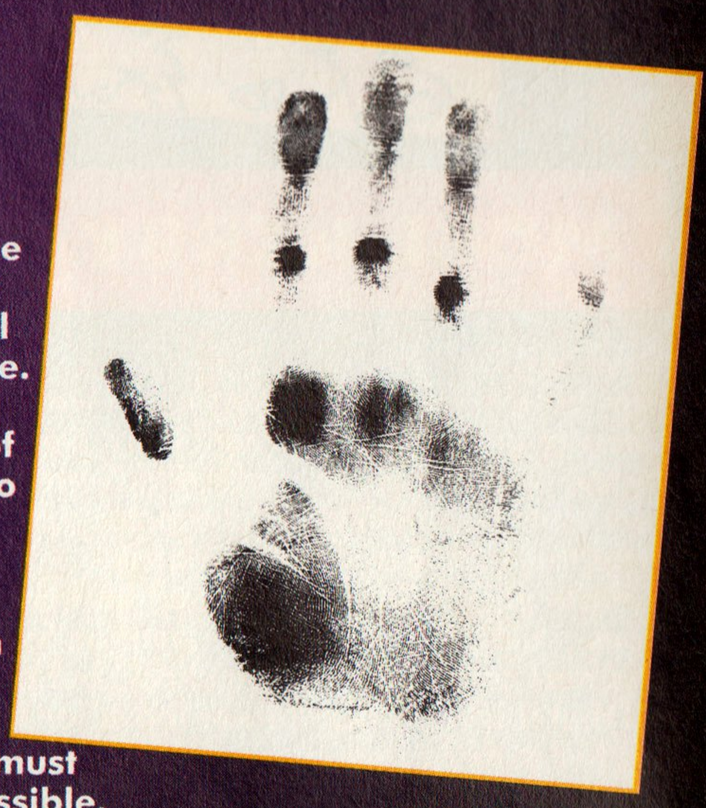


ANDY MCVITTIE

Andy's 'thumb' print points immediately to an innate rebelliousness and dissatisfaction. I also feel the spirit of fear within the psychic cosmos. Andy's refusal to give up his whole palm for inspection points to a fear of the future. Justly so perhaps because within the thumb print I see a misty incident involving an argument with several members of the South American pan pipe band, incantations and a mysterious washer woman called Edith Freckle.

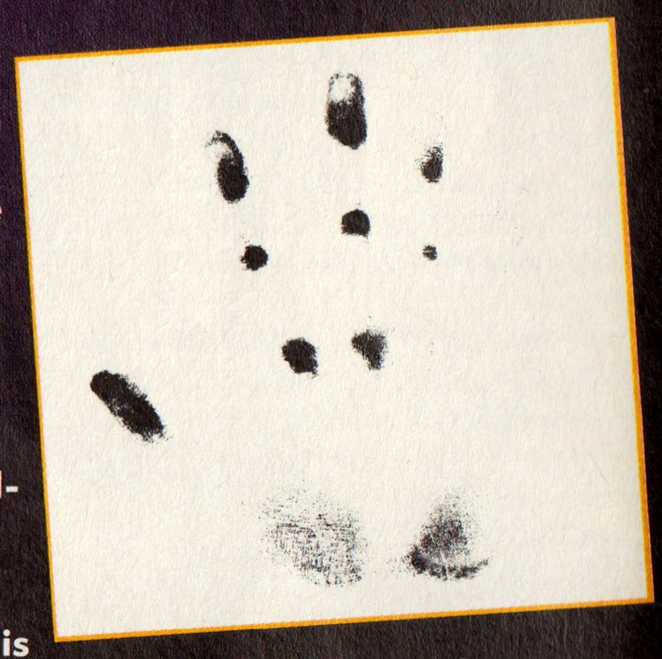
GARY HARROD

Oh dear. As far as I can deduce from this palm print, there is no hope at all for this candidate. The product of a misguided mind, it only succeeds in confirming my suspicions that this subject is in fact a PG Tips extra who escaped from the set...



GEORGE MANGION

This palm print from the office whipper snapper reveals both his youthful enthusiasm and naivete. The development from one stem to a myriad of lines that curve down to the bottom of the palm has some very disturbing implications. These are personality lines and seem to suggest the subject experiences severe Cockney mannerisms and must cure himself as soon as possible.



PAUL DAVIES

A very delicate print which reflects Paul's generous nature. The deep indents on the finger tips point to future success in the field of llama farming. The lack of print in the centre of the hand is interesting, highlighting a hope of escape to a dreamland of some kind. Coupled with this, my mind was invaded by a rounded pink image that holds some kind of religious significance in Paul's life. Paul must realise that this pink entity can only lead him down the road of disillusion...

ARE YOU AN INTELLECTUAL MIDGET?
BOFFINS *KICK* SAND IN YOUR FACE!

You Need

EquinoX

the complete workout for your Head

With it's blend of 100% totally non-linear gameplay and mind-expanding 3D graphics, Equinox is guaranteed to make you a complete egg-headed brainiac. Even if you can't think your way out of a soggy paper bag, a few forays into the dizzying labyrinth of *450 dungeons*, packed with fiendish traps, cortex fryin' puzzles and lethal enemies, will soon transform you into a walking cerebellum, irresistible to the opposite sex. Honest!

SNES

SONY IMAGESOFT

Equinox © 1992 Sony Electronic Publishing Company. Equinox is a trademark of Sony Music Entertainment (Japan) Inc. © 1992 Sony Music Entertainment (Japan) Inc.

Q+A READER SYSTEM

Picture the scene. It's 8.55pm on a Tuesday night and Gary and me are working late (again). You'd think I'd see sense and go home. Well, that's exactly what I plan to do once I've written this intro. You see, a section like Q&A has got to have an intro. Why? Well, you've got to fill that hole at the top of the page with some old tosh otherwise the page won't look proper and somebody somewhere will say "What happened to the intro?" because people are like that. It really doesn't matter what sort of rubbish you write because nobody ever reads the intro anyway, unless they're a) Looking for the address to send their questions or b) Quite sad. If you belong to the former category, waste no more time reading these insignificant ramblings, find a pen, find a piece of paper, find an envelope, find a stamp, bung down your quezzies and fire them off to: HEY TIM! I'VE GOT THIS TOP GAG TO CHEER YOU UP SO PLEASE ANSWER MY QUESTIONS!, (INSERT YOUR JOKE HERE), Q&A, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If you belong to Category B, stop grinning like an idiot and read the questions instead. You might just learn something.

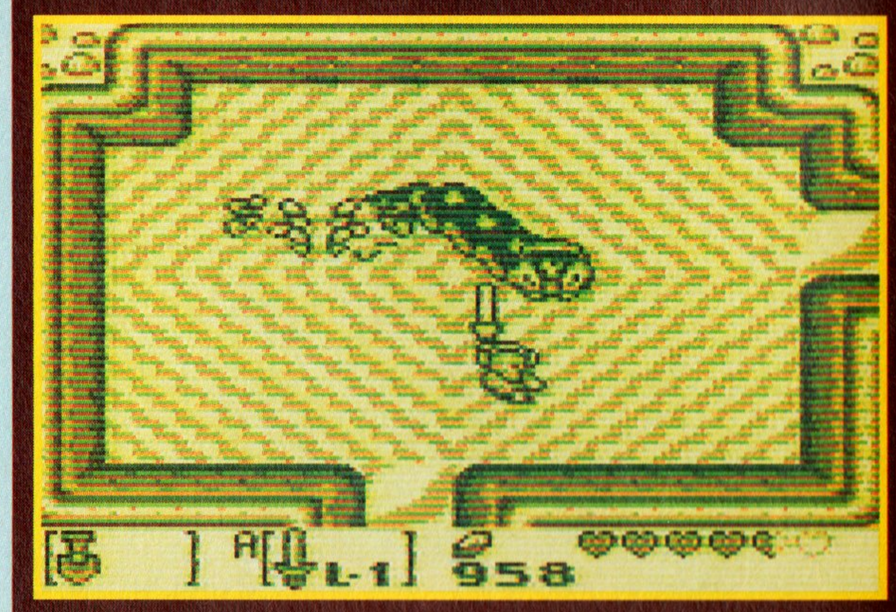
SPECIAL REQUEST: Has anyone got a copy of The Outfit, a completely brilliant film shown on the telly about a year ago? It starred Robert Duvall and was about this well-hard bloke who takes on the mod when they refuse to hand over the money they owe him. I'm willing to swap TWO GAMES for a copy of the film on VHS tape. This is not a wind-up!

Q SCARFACE

Dear Q&A
1. What are the top three games for the Gameboy?
2. What are the worst three games for the Gameboy?
3. Is Lemmings 2 the Tribes coming out for the Gameboy?
4. Is there a cheat for Jurassic Park on the Gameboy? If so what is it?
5. Is there a cheat for Jurassic Park on the NES?
TRISTAN FETHNEY
Clywd

A

TIM: 1. Zelda, Tetris and Mario Land.
2. Goal!, Mr Chin's Restaurant Panic, Paul Davies Reality Simulator.
3. Sadly, no.
4. No.
5. No.



(ABOVE) Aaargh! It's the dreaded sand monster of doom, and that shovel won't be any use at all! Is it just me, or is Zelda on Game Boy every bit as good as the Super NES version? The game is absolutely massive and if you don't own it, do so. Now.

Q MAD MAX 2

Dear Tim,
Could you please answer my questions?
1. Is Striker 2 going to be better than the original?
2. Are there any plans for NBA Jam 2?
3. Is Super Kick Off 3 better than the other Kick Off games on the Super NES?
4. Is there a chance of a sequel to Turtles Tournament Fighters?
5. Is Clayfighters any good?
VISHAL VIJAS
Ilford, Essex

A

TIM: 1. Depends whether you're talking about World Cup Striker or any yet-to-be-written sequel. If you do mean World Cup Striker, in my opinion the game isn't significantly different to the original. It's best described as a World Cup edition of the game with a few improvements and gameplay tweaks.
2. Seeing as NBA Jam has proved itself one of the most popular coin-ops ever made I'd say it's certain we'll see a sequel before too long. If that's the case, you can bet your bottom dollar that Acclaim will convert it.
3. Yes. Much, much better.
4. That depends entirely how well the original game sells. There are no firm plans for a sequel at the moment.
5. Some people think so, but I'm not one of them.

Q ALL THE STAR WARS FILMS

Dear Tim,
Please could you answer these Super NES questions.
1. Do you know how much these games will cost: Secret of Mana, SimAnt, Humans and Populous 2.
2. In which order should I buy those games?
3. Is Mega-lo-Mania any good?
4. Why did you only give Empire Strikes Back 78%?
5. When will Populous 2 and SimAnt be released?
6. Is Lemmings 2 any good?
SIMON LITTLE
Ferndown

A

TIM: 1. You can buy any of them for about fifty quid. Forty if you shop around.
2. Secret Of Mana, Populous 2, SimAnt, Humans.
3. Yes.
4. Because, like we said at the time, the game includes some annoying quirks and frustrating gameplay. It's just nowhere near as much fun as Star Wars, and we weren't impressed by the title. Let's just hope the forthcoming Return Of The Jedi is a lot better.
5. Populous 2 has been around for a while in the UK. SimAnt is available in America for some time, but whether it'll make it over here seems increasingly unlikely.
6. Yes. Very.

Q THE THING

Dear Tim,
Please could you answer the following questions for me?
1. Are there any plans for a cricket game on the Super NES? If so, when?
2. Is Winter Olympics any good?
3. What's the best sports game on the Super NES?
PAUL BURT
Kings Lynn

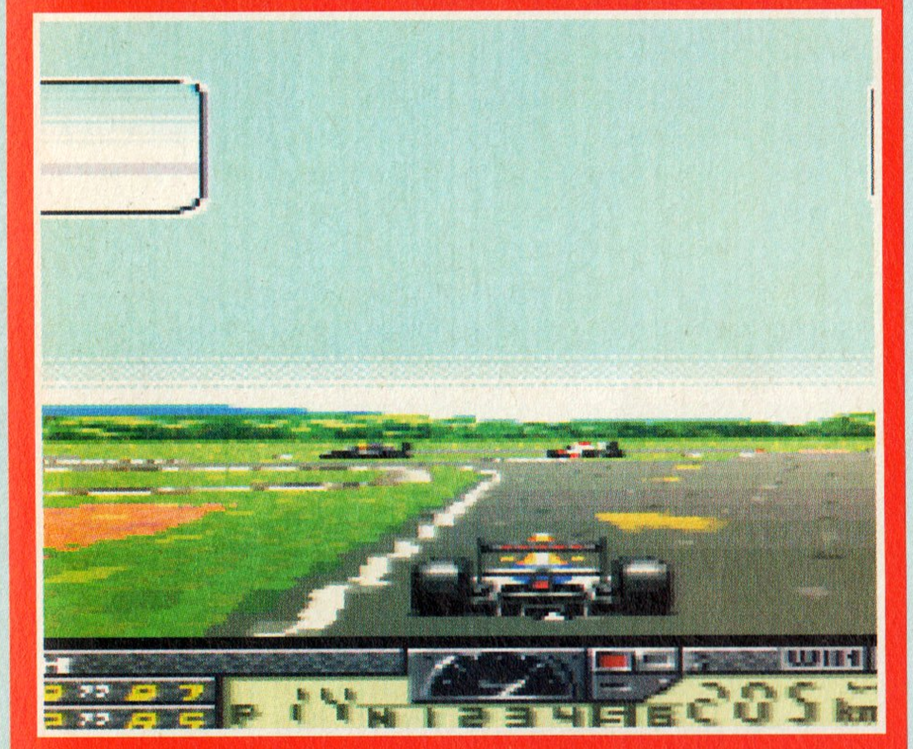
A

TIM: 1. Not that I'm aware of. Cricket is a notoriously difficult subject for a console game. The game itself isn't the most exciting concept in the world, so producing a playable game is twice as tough. If there's enough demand, somebody will certainly produce one - but yours is the first letter I can remember on the subject.
2. Nope.
3. Probably NBA Jam. Super Tennis may be years old but it's still right up there. Any of EA's NHLPA ice hockey games are very good as well.

PREDATOR

Dear Tim,
I have an American Super NES and cannot get it to work. I got a SCART TV but I have had no success. Please can you tell me:
1. Where can I get an NTSC compatible TV?
2. Will a PAL booster make any difference?
3. Where can I get a PAL booster?
4. How much does it cost?
5. Is the quality of the American Super NES lessened by a PAL booster?
Hope you will answer the above questions as I would love to have the American Super NES working.
JOHN CASSIDY
Co Longford, Ireland

TIM: 1. The solution to your troubles is not good. You need to get yourself a foreign TV running at 60 Hz, preferably built in the last two or three years with a European SCART connector. Be careful when trying to buy one, though - some telly salesman don't know the difference themselves!
2. No.
3. You don't need one.
4. Seeing as you don't need one, you don't need to know.
5. Given the answer to your first question, this question is also irrelevent. Good luck!



PREDATOR

Dear Tim,
1. Which should I buy: NBA Jam or wait for FIFA Soccer?
2. What is better: Super Kick Off 3 or Ryan Giggs' Champion Soccer?
3. Which do you prefer: Mortal Kombat, Streetfighter Turbo or TMNT Tournament Fighters?
4. Do you think there will be a sellout with FIFA Soccer on the Super NES like there was on the Megadrive?
5. I don't think that F1 Pole Position and Human Grand Prix 2 are any good. Am I right?
MATT SCOTT
Rainham, Kent

TIM: 1. Buy them both because each of them is essential.
2. Kick Off 3, by quite a long way.
3. Turbo, Turtles and Kombat, in that order.
4. Yes. Of all the soccer games I've ever played, FIFA on the Super NES is one of the best - probably the best.
5. You're bang on.

DIE HARD

Dear Q&A
Please answer these questions. It's what you get paid for.
1. When will you have any more news on the release of "ELITE" for the Super NES?
2. When will it use the FX chip?
3. Are there any War strategy games set to hit the SNES?
VERNON STIEN
Warwick

TIM: 1. Last I heard, GameTek were in negotiations to buy and release the game. However, nothing's been heard since then. There's no doubt that the game will be coming out, it's just a question of when.
2. No.
3. In Japan there are stacks of RPG/strategy games, but very few war titles - which sort of makes sense. Japanese people don't like war games, so they tend not to get written. Ask your grandad or somebody quite old about all this, and they'll explain it to you.

THE STING

Dear Q&A
I own an American SNES and would like you to answer these questions for me.
1. Are there any more Multitap games in the pipeline?
2. When will Soccer Kid be out?
3. What does 'SEAL' stand for?
4. I'm going to Spain soon and would like to know if I could pick up some Super NES games their which are cheaper?
5. Have you anything about Mario 5?
6. Will there be a Mario Kart 2?
7. Which is the best sports game on the Super NES and which is second?
8. Where have the official NMS charts gone?
C LINDEY
Wakefield

TIM: 1. Stacks.
2. It'll be out in the next few weeks and you should find a Review of said game in this very issue.
3. Contrary to popular belief, a SEAL is an aquatic mammal commonly found in, er, in the sea. If you want to see what one looks like, it might be a good idea to turn to Seal's Mailbag. Now here's a question for you: what does SCHOOL stand for?
4. Here's another question for you: what does SPELLING stand for?
5. Yep. It'll be one of the first Project Reality games.
6. I certainly hope so, but Nintendo aren't saying.
7. Joint first: NBA Jam, FIFA Soccer and Super Tennis.
8. They've gone the way of the dodo after a stunning lack of interest was displayed in them. If there's sufficient interest we'll bring the charts back. If there's not, we won't. If you want to see the charts back in NMS, write and let us know.

MIDNIGHT RUN

Dear Q&A
Please could you answer my questions.
1. Which is the best basketball game on the SNES, Super NBA Basketball, NBA Jam, or NBA Showdown?
2. Is it worth buying Empire Strikes Back if I have Star Wars?
3. Is MADDEN '94 any good?
4. How much would NBA Jam cost?
5. Is the Super Advantage any good?
6. Is it worth getting the Multitap?
MATT KENT
Ipswich

TIM: 1. For the last time, NBA Jam.
2. No.
3. Yes.
4. £59.99, but you can get it up to £10 cheaper if you shop around.
5. In my opinion, it doesn't offer enough advantages to make it a worthwhile buy, so the short answer is No.
6. If you've got a crowd of mates and you've got games like NBA Jam or Bomberman, this add-on is an absolute must-buy.

(ABOVE) 'Ere, where'd that bloke with the ball go?

Q+A READER SYSTEM

ALIEN AND ALIENS, BUT NOT ALIEN 3

Dear Q&A
1. When is Megaman X coming out?
2. What shall I get: Megaman X or an Action Replay?
3. What's the plot for Megaman X?
4. Why is it I have a passcode (BCDF) for Zombies which will take you straight to day of the tentacle bonus stage?
5. I don't want to make myself conspicuous, but is there a Level Select for Cool Spot on the Super NES?
6. Do you reckon they should put cinema ratings on games?
7. Why is it there this kid at school who's got the book with Zelda 5 info?
JONATHAN KIPPING
Berkshire

TIM: 1. It's out in Japan now, and will be officially released in the UK in the next couple of months.
2. Don't bother with a sad device for wimps who can't make the grade on their own and have to rely on infinite lives and slow motion modes.
3. The scenario behind the game is set before Megaman even had a name! Simply referred to as 'X', the intriguing robot is discovered packed under ice, sealed within a time capsule. Dr Cain, a paleontologist, accidentally uncovers the secret laboratory of Dr Light - the genius responsible for the replicant human technology behind X. Upon tapping into one of Dr Light's computer terminals warning sirens sound and Cain learns that X's condition is somewhat unstable. Apparently Dr Light encased X in the capsule to closely monitor his bio-system for 30 years. Hopefully this period of incubation would iron out any bugs in the reploid's system and ensure that he was fit to serve mankind - not pose a threat. Due to the doctor's advancing years he could not possibly monitor X himself. Overcome by excitement Dr Cain releases X and is stunned by the robot's strikingly 'human' traits. Using X as a blueprint Cain goes on to create reploids of his own. Unfortunately things go horribly wrong with several of Cain's maladjusted replicant humans turning maverick, some even injuring humans! The instigator of most of the trouble is a character named Sigma - Cain's most intelligent reploid. Sigma decides that all humans are inferior and instructs his followers to eradicate the entire human race! Of course X is the last remaining reploid who can turn things around and save Dr Cain's dignity at the same time. With the assistance of ZERO, a purposefully created law enforcement reploid, X endeavours to prove his worth and earn the title of Megaman!
(© Paul Davies, 1994). 4. Because. 5. No. 6. No. 7. Because he's a liar.

(BELOW) Wow! Silicon Graphics strut their stuff!

2001

Dear Q&A
Please could you answer my questions or I will kill myself.
1. In a lower mag it said that Project Reality was all made up by Nintendo because of Saturn. Is this true?
2. Is Silicon graphics helping them?
3. Please could you have screen shots on a game or Project Reality machine?
4. Is it better than Saturn?
WILLIAM JONES
Lelos

TIM: 1. The lower mags probably wish it was. The facts are these: Nintendo has committed itself to delivering a 64-bit Silicon Graphics home entertainment machine at a price lower than £200 by 1995 or earlier. The deal with Silicon Graphics has been done and an awful lot of money has already changed hands. Furthermore, we hear that Nintendo is in negotiation with Japanese electronics giants like NEC to supply high-end components in enormous quantity at very low prices. Does all this sound like a made-up machine to you? The simple fact is this: Nintendo's competitors are running scared and magazines supporting inferior machines are bound to try scaremonger tactics to protect themselves. Just feel sorry for them.
2. I've just answered that.
3. Last month's NMS featured more Silicon Graphics screenshots than you could shake a stick at - six pages to be precise. If you missed it, you have only yourself to blame!
4. On the specifications currently available, PR just widdles over everything else on the horizon. Not just other consoles, but everything.

RUNAWAY TRAIN

Dear Q&A
Could you please answer these questions
1. In your complete guide to Mario why did you put Super Mario bros lost levels as Super Mario bros 2 and Super Mario bros 2 as Super Mario USA?
2. Are the Super NES Mortal Kombat moves the same on the Megadrive?
3. Will you ever do a SF2 Turbo video, soundtrack or collectors cards?
4. Why did you put the price of NMS up by 30p?
5. Will SF2 Special Champion Edition ever come out on the Super NES?
6. Will you ever do a Mortal Kombat's player's guide?
SCOTT 'You better print this' SHERMAN
Somewhere

TIM: 1. I answered this question a few issues ago, and it's long and complicated so I'm not going to do it again. You'll just have to look up the original reply.
2. No.
3. Funny you should mention collector's cards...what's that bolted to the front of this special issue? Are we good to you or what?
4. It's called Inflation and it happens to everybody. Prices of paper, ink and printing go up, the cost of living rises, people like me and your dad demand pay rises every year and the price of things goes up. We always keep price rises as low as possible, and NMS is still the best value for money games magazine you're going to buy. £2.25 for all the stuff which comes free with this issue? We must be MAD!
5. Seeing as the game is basically identical to Turbo except for colour combinations and a shrewd marketing move on the part of Capcom there's really no point, so no.
6. About six issues ago Acclaim ran their own player's guide inside out split cover. The guide was so excellent that we didn't need to produce one ourselves. In fact, I'm still getting letters from people thanking NMS for the Acclaim Kombat guide when it was Acclaim who did it themselves!

GODFATHER 1 AND 2

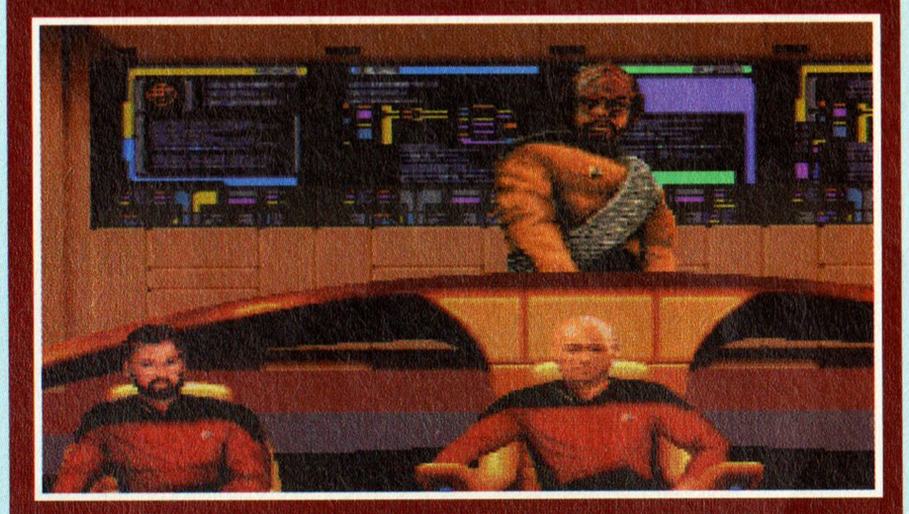
Dear Q&A,
1. Are there going to be any Football Manager games coming out on the NES? If so when?
2. Are there any decent soccer games coming out for the NES?
3. What's the best beat 'em up game on the NES?
4. What's the best racing game?
5. Are there any moter bike racing games coming out on the NES?
6. When is TMTF fighters coming out?
Thanks a lot.
JOHN GAFFIN
Clywd

TIM: 1. Sorry, but no.
2. Kick Off is probably the best footy game out there, and I don't hear plans for any more.
3. Turtles Tournament is looking good. Mighty Final Fight is a good laugh.
4. Off Road Racer.
5. Nope.
6. It may never be released in this country, sadly. If you're really mad on fighting games, you're best bet is to start thinking seriously about upgrading to a Super NES.

RESEVOIR DOGS

Please answer these questions as they are urgent.
1. When is Star Trek the Next Generation coming out on the Super NES as I have been waiting ages?
2. When will you be doing a Preview or Review on the game mentioned above?
3. When is the Interplay bringing out their classic 25th Anniversary Star Trek on the Super NES?
ASIF ASHRID
Glasgow, Scotland

TIM: 1. Soon. Very soon.
2. Turn to page 28 immediately and your bowels should spontaneously implode.
3. Hard to say. An Interplay Star Trek game called Starfleet Academy is well under way, buy you may have to wait awhile for the 25th Anniversary. We've just got the game on our AppleMacs and it's bloody brilliant!



GLENGARRY GLEN ROSS

Dear Q&A
1. Is Aladdin any good on the SNES?
2. Should I buy Aladdin or the Tournament Fighters?
3. My friend said you can get ET but I don't think so, what do you think?
4. How much does Tournament Fighters cost?
5. When would the new NES be out?
6. Which year and month the Nintendo CD be out?
THOMAS GUTHRIE
Co Antrim

TIM: 1. Opinion is divided. Most people quite like it, but I'm not one of them.
2. Tournament Fighters.
3. Your friend is a moron.
4. About £50, but you can shop around and find it cheaper.
5. It was going to be Out, as our famous section says, Now. However, it's been indefinitely shelved in this country. If you've got to get an NES, get the original machine because they're a snip at £30.
6. Neverery, Ninteen Notime.

TERMINATOR

Dear Q&A
I would like to congratulate you on a fine job in giving us news and Reviews of games on all the Nintendo consoles. Keep up the good work. Here are a few questions I would like you to answer.
1. Which is the best driving game: Top Gear 2, Top Gear or Exhaust Heat 2?
2. I have played Super Soccer and I found it not too bad. Compared to Striker, which is better?
3. Do you think I should buy Striker?
4. If Striker isn't the best football game on the SNES, which is the best?
5. Which game do you recommend I buy: Zombies, Jurassic Park, Cool Spot or Flashback for my Super NES.
6. How do you do Ken and Ryu's Yellow Fireball on SF2 Turbo?
7. Which Gameboy game do you recommend I buy?
PETER G.KARANJA
Nairobi, Kenya

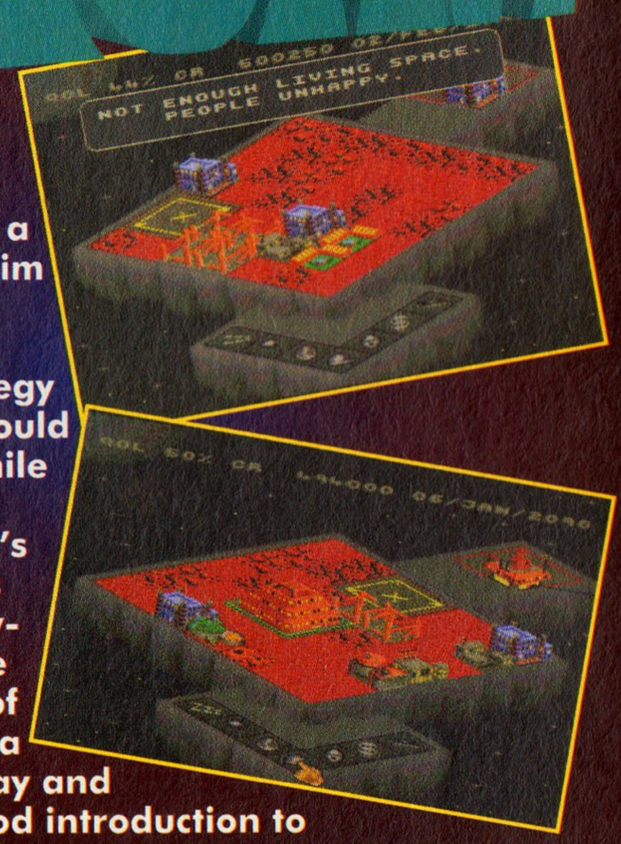
TIM: 1. Top Gear - the first one.
2. Striker. There's more pace to the play, more action, more thrills and there are none of those cheesy goals which spoiled the playability of Super Soccer.
3. If it looks like your type of game, then yes - however...
4. ...My vote for best soccer game on the Super NES is a toss-up between World Cup USA '94, Kick Off 3 (reviewed this issue) and FIFA Soccer (reviewed next issue). At the time of writing this, FIFA just has the edge for me. Just...
5. Zombies, Flashback, Jurassic and Cool Spot - in that order. (Don't buy Cool Spot).
6. The simple answer is that you can't. For the (very) last time, this was a glitch from the coin-op which the Super NES programmers left in to keep the conversion perfect. When and where it appears is something over which the player has absolutely no control. Is everyone finally happy now? I've had more letters on this than just about anything else, and the whole subject is now CLOSED.
7. Legend Of Zelda - one of the greatest games on any machine anywhere.

OUT NOW

YOSHI'S COOKIE

BY: VIC TOKAI
OUT: MAY RATED: 87%
One of the more original, although not the most exciting puzzle games around. In one player the action has you frantically attempting to arrange trays of tasty looking biscuits into rows or columns before screen overflows, which is fun while it lasts. But, as is usual, the best fun is had in two-player games where the timely arrangement of a row special Yoshi Cookies can result in the most outrageous or unusual damage to your opponent - or yourself if you're not careful. Yoshi's Cookie features some nice backgrounds from the Mario games and some 99 levels for you to conquer.
Fed up of Tetris - give this a look.

UTOPIA



BY:GREMLIN
OUT: MAY
RATED: 72%
Utopia comes across as a kind of cross between Sim City, Mega Lo Mania, Powermonger and just about every other strategy game of this type you could care to mention and while this shouldn't be a bad thing it is in fact Utopia's stumbling block. It tries to be all things to everyone and manages to be none with any degree of success. However Utopia is pretty good fun to play and succeeds in being a good introduction to other games of this genre. Interested parties are recommended to give this a good look prior to purchase.

Dungeon Master

BY: JVC/ MARUBENI
PRICE: £49.99
RATED: 62%
Six years ago, Dungeon Master amazed owners of the then popular home machines such as the Atari ST. Still regarded by experts as one of the best role-playing games ever written, it is sadly misrepresented on the Super NES. Due to its vast size and complex character development involved it seems even the DSP chip employed cannot handle the simple yet clever player-interface. Despite scoring low this is still a very fine game, but patience is required with the terribly slow response rate - a trait which proves unbearably frustrating in the long-term.

SIDE POCKET

BY:
DATA EAST
PRICE: £49.99
RATED: 84%
Whilst video-game pinball is totally acceptable, thanks to Kirby and all, approaching pool in a similar manner is slightly less appealing. Still Side Pocket clears the table of all competition: Not only is it a precise simulation of the sport, but trick-shot only games and the slick presentation both serve to boost the game's appeal. Like the real game, Side Pocket's qualities appear shallow at first - just a bunch of balls and a stick for goodness' sake - but opportunity for two player enjoyment and a tough one-player challenge soon becomes apparent.
Interested parties should show their nearest hustler the colour of their money for this as soon as possible.

"This is what platform games should be about... amazingly good fun."
"... a superb platformer which really shows off the SNES.
RBA boasts some of the best graphics I've ever seen."
Nintendo Magazine System 91%

"Challenging, playable and utterly hatstand.
Eat your heart out sonic." "Lovely to look at,
great to play and bags of fun. Buy it"
Total! 90%

"A bit of a must buy, unless you're criminally insane
or terminally stupid." "Konami have once again
proved that they can consistently provide
highly charged and diversified game play."
Gamesmaster 90%

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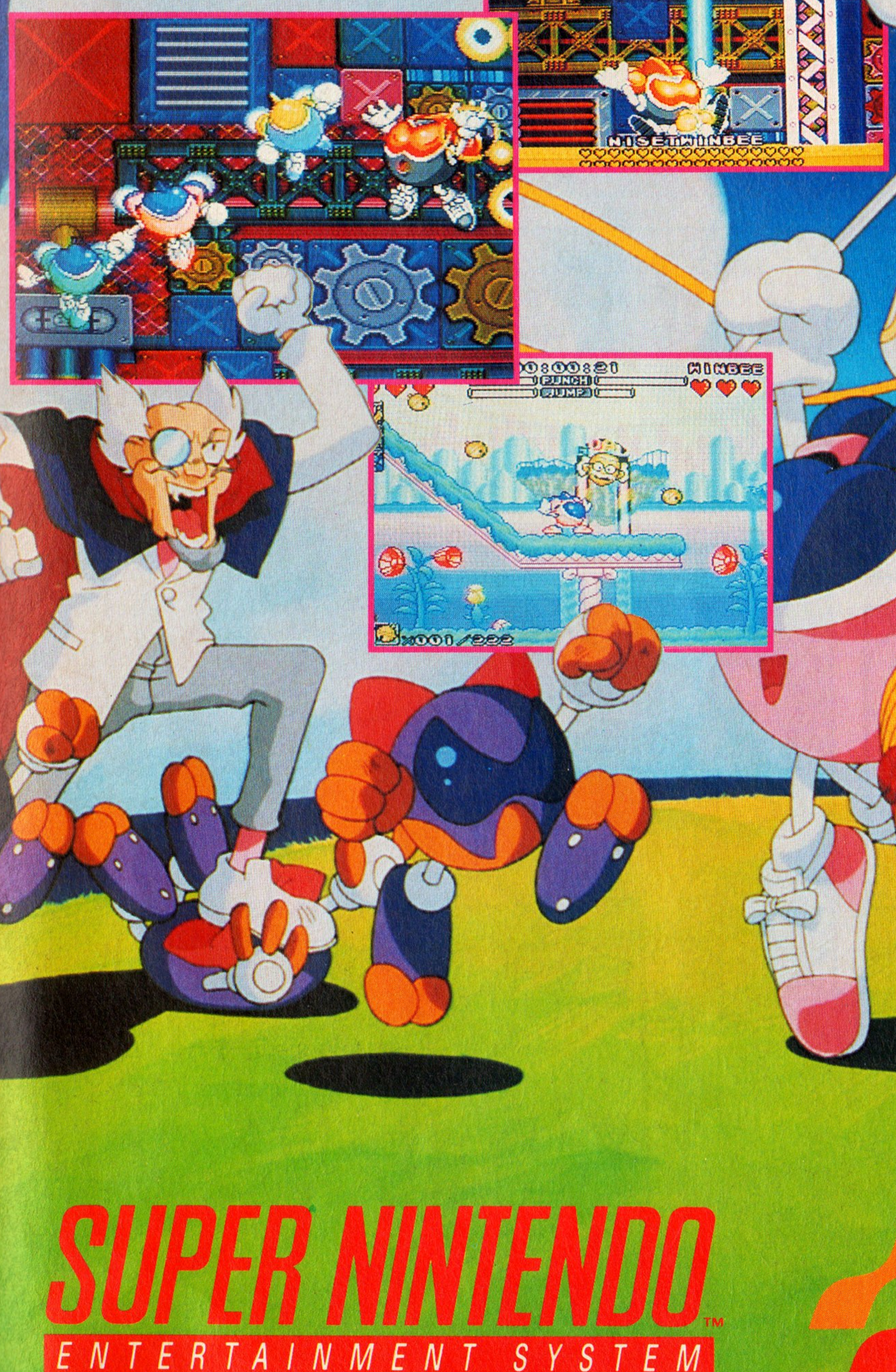

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The Adventures of NMS

EPISODE 1
SWORD FOR HIRE

THESE SOLDIERS JUST CAME FROM NO WHERE...

THIS WAY UP

SPAGK!

THIS COULD BE AGAHNIM'S MAGIC...

...I'LL ASK THAT BARBARIAN IF HE'LL HELP ME!

THIS IS WHAT PAUL DOES ON WEEKENDS

THUD!

HEY, YOU! WHY DON'T YOU HELP ?!

NMS

WHO ARE YOU, AND WHAT IS YOUR QUEST ?

MY NAME'S PAUL, AND I'M ON A QUEST TO FREE THE PRINCESS, FROM THE EVIL WIZARD!

SHLOTH!

NMS

THE GOOD GUY, HUH? IN THAT CASE, ONLY 30 GOLD PIECES

WHAT D'YOU MEAN, 30 GOLD PIECES?

I'M A 'SWORD FOR HIRE' PAL— NOW DO WE HAVE A DEAL, OR NOT?!

SPLAT!

SPLAT!

TCHAK!

I DON'T APPEAR TO HAVE MUCH CHOICE — HERE, KEEP THE CHANGE ...

WOULD YOU LIKE A RECEIPT

NO! I JUST WANT YOUR 'SWORD FOR HIRE!

OKAY

HEY, HANG ON! WHAT'S THIS?!

TIM BOONE IS THE FISH'N' CHIP KID

YOUR 'SWORD FOR HIRE'... HAVE IT BACK BY THURSDAY WEEK!

!

TIM, ANDY, GARY, PAUL, DAVE — CLASSIC CASES OF MISSPENT YOUTH

SEE Y'ALL NEXT MONTH!

SWN

TO BE CONTINUED...

NEXT MONTH!

NHS RETURNS!

Well, we're not going to take it away - are we? I mean, what would you do without the greatest tips section in the known world, the best players' guides and general brilliance otherwise known as NHS? We could tell you precisely what's in Next Month's NHS, but we're not going to. Why? Because it's our secret and we're fed up with telling you absolutely everything like we normally do. The next issue is on sale May 19, so until then...

HOLD ON
(OR YOU'LL WET YOURSELF)

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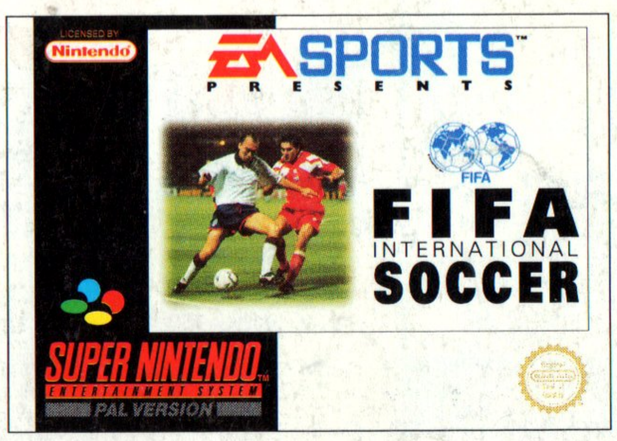

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